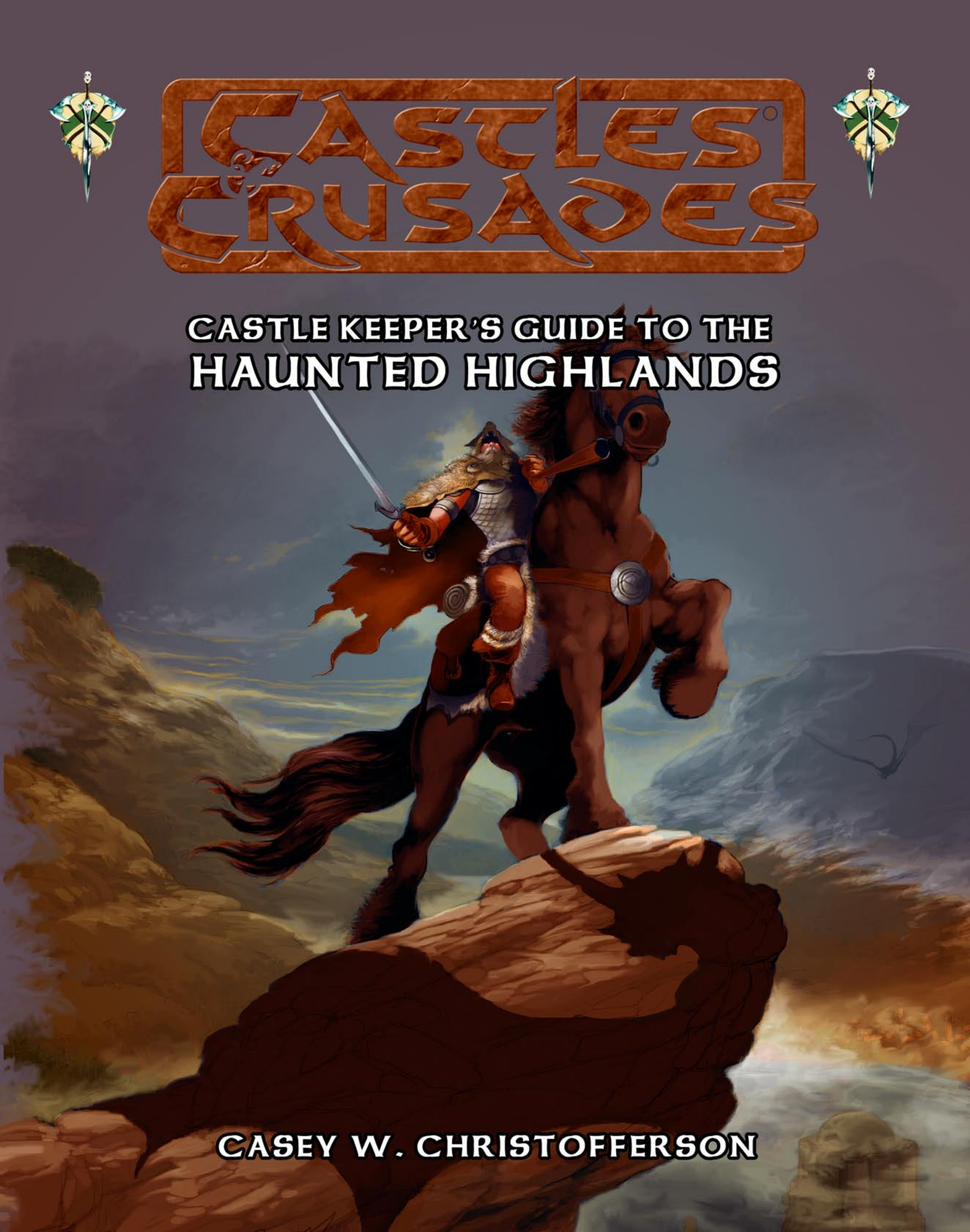
Castles & Crusades

Castle Keeper's Guide to the Haunted Highlands



Casey W. Christofferson

CASTLE KEEPERS GUIDE TO THE HAUNTED HIGHLANDS

BY CASEY W. CHRISTOFFERSON

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RETURN TO THE HAUNTED HIGHLANDS



BY CASEY W. CHRISTOFFERSON

PREFACE

The first haunted highlands product "***DB 1: The Haunted Highlands***" released as a mini-campaign setting offered as an alternative to Troll Lord Games' popular "A" series. The concept was born, as many concepts often are, over a snack, beverage, and breeze shooting session with Davis Chenault at a Gorilla Con hosted by the late great Jerry Mapes sometime in 2004.

"Take a little spot on a map somewhere," quoth Davis, "And then just keep adding to it and see where it goes."

Having already accumulated piles of maps and years of gaming experience under my belt I set to work crafting the Haunted Highlands. I wanted a gaming experience for players that broke away from the popularized Tolkein-esque worlds of fantasy. I wanted to explore something different than Drizzt and Icewind Dale, or the Dragonlance saga. Those were already published and in some cases their creators are still quite alive and still very active in the hobby games world. Why therefore would I want to simply do what they had already done so well? Besides, gully dwarves, tinker gnomes, wooly footed halflings, and mournful dark elves have never quite been my bag.

I also wanted to develop and establish something that was at least as interesting as the Gygaxian worlds that I grew up with, but cast through the lens of a brutal and fantastic milieu that I enjoyed reading about when I was a kid. The Haunted Highlands would (in my mind at least) capture more of the essence of Robert Howard and Edgar Rice Burroughs as my seminal influences. Pour some H.P. Lovecraft, Karl Edward Wagner, Harry Harrison, and Michael Moorcock into the cauldron for good measure, and see what happens.

I wanted a place where players could hang out and let their hair down. The Roadhouse has always served as home plate in my games. If you are there, in general, you are safe. Safe enough anyhow, so long as you don't mess with the proprietors.

The roadhouse on the frontier to be fair, is a well-used trope of RPG games, and a big one. The secret? Tropes are absolutely fine in RPGs. They give the players a sense of world under their character's feet. They give a fledgling game master a place to start an adventure, a place to have an adventure, and a place to let the characters refresh and regroup. I didn't do anything new when I wrote it down. Dirty Bowbe's Roadhouse has been referred to as The Vulgar Unicorn in the woods by some, and I would have to say that is probably a decent comparison. Dirty Bowbe's is intended to have a presence to it. Like the denizens who drift in and out of its gates, the tavern itself is also a character.

As taverns go, Dirty Bowbe's Roadhouse has proven quite successful over the past seven years. As I have traveled to gaming conventions, met fans, and received emails and messages over social media, the first thing anyone says to me is, "I use the Roadhouse in my campaign setting!" I am humbled by this and consider it high praise indeed!

For fans of the roadhouse I should reveal that the Dirty Bowbe's Roadhouse was a "real place" as far as gaming hang outs go. It was born in a campaign I played in just prior to the start of my writing career over thirteen years ago. It was my first experience playing online chat based games. Through a unique role play based online world I came into contact with Clark Peterson and Bill Webb of Necromancer Games fame. They eventually published a lot of my early work and introduced me to the Trolls.

My character(s), and those of several of my online friends ended up running afoul of the local law in the campaign, and accumulating a decent amount of treasure at roughly the same time. We piled our treasure together with some other players who had similar issues and built the Roadhouse based on its original map. There, off in the frontier and away from the constant oversight of a pushy city guard our characters got to be themselves without constant fear of being imprisoned and de-facto locked out of gaming for weeks on end.

As my character and that of another happened to have the most coin invested, we became the majority owners of Dirty Bowbe's Roadhouse. Now we had a place we ran on our own, and it wasn't long before the adventures came to us! High times were had and good friends were made. In many ways the Haunted Highlands campaign and its current revision is dedicated to them, and ultimately to you, the fans who made it all happen!

This updated and revised tome goes back to explore the first six adventures in the Haunted Highlands setting, offering new fans a chance to explore Dirty Bowbe's Roadhouse, Dro Mandras, the Crater of Umeshti, and the Darkness below for the very first time. They are sandbox adventures, intended for players to enjoy at their leisure, and for Castle Keepers to restock and resupply at will. There is an over-arching campaign feel to the setting, but this too is offered merely as a whisper to be followed at the whim of the characters as they set out in a dangerous frontier.

The revision offers new characters for those fans who have long awaited updates and information regarding their favorite campaign setting. Much time has been spent expanding the world of the Haunted Highlands. With the release of Eskadia: The Jack of Lies a major new area of the world has opened up. References have been added to several of the original volumes, including Eskadia as part of this greater world. Plot hooks and new areas of exploration, and new perils have been introduced to DB 1-6. With the expansion of the original material also comes a great deal of new material including the long awaited DB 7-9, printed here for the first time. Players and Castle Keepers alike now have the opportunity to explore the port town of Mantua, the villages and ruins of the Duchy of Karbosk, and Fanderburg, the hidden kingdom of the dwarves.

Monsters and Treasure of the Haunted Highlands have been compiled, edited, and greatly expanded upon so that all materials are easy to reference in one place and the Castle Keeper need not pour through multiple volumes in order to access information on all the monsters that they want. Chief among the new monsters is a glimpse at the fearsome Four and Seven, being the mighty Demons and Devils of the Chaotic Nether and the Rings of Hell! Oh my!

The player has not been forgotten! A Players Handbook of the Haunted Highlands has been developed. Included there are alternate abilities and character options for nearly every character class, such as orders of knighthood, and variant barbarian abilities that reflect the nature and conditions found in the brutal wilderness of the Haunted Highlands. Material from the out of print classic ***The Black Libram of Nartarus,*** has been converted and upgraded along with nearly a hundred brand new, never before published spells that are specific to the wizards and deities of the ***Haunted Highland***s setting.

All in all the process of revising, compiling, and upgrading the DB series and all of its supplemental materials has been a daunting, all-consuming, and ultimately very rewarding task. It isn't often in the lifetime of an RPG author that one gets to look at the breadth of years of their work bound in a single great volume, littered with fantastic art, and beautifully rendered maps and feel fully satisfied by the fruits of their labor. I can honestly say I have had that fortune three times in my career and it feels amazing every time!

Casey Christofferson, 2013

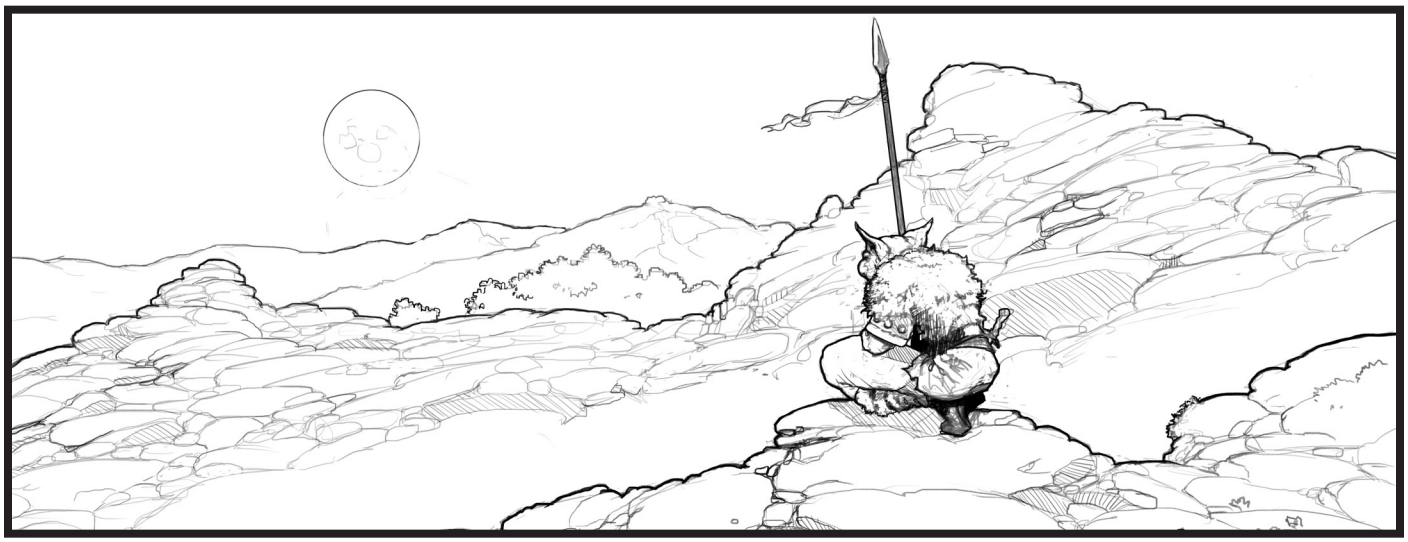


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CASTLE KARBOSK
GILBY HALL
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ANARCHIST ISLE
FLY BITE FENS
LAKE VEYONA
LAWLESS COAST
LAKE BERMIL
VEYONA RIVER
IMPERIAL MOUNTAINS
PRINCIPALITY OF BERMILLIAN
LAKE MERGASO
BAY OF BERMILLIAN
RHODENSIA
1 INCH= 10 MILES

OGL

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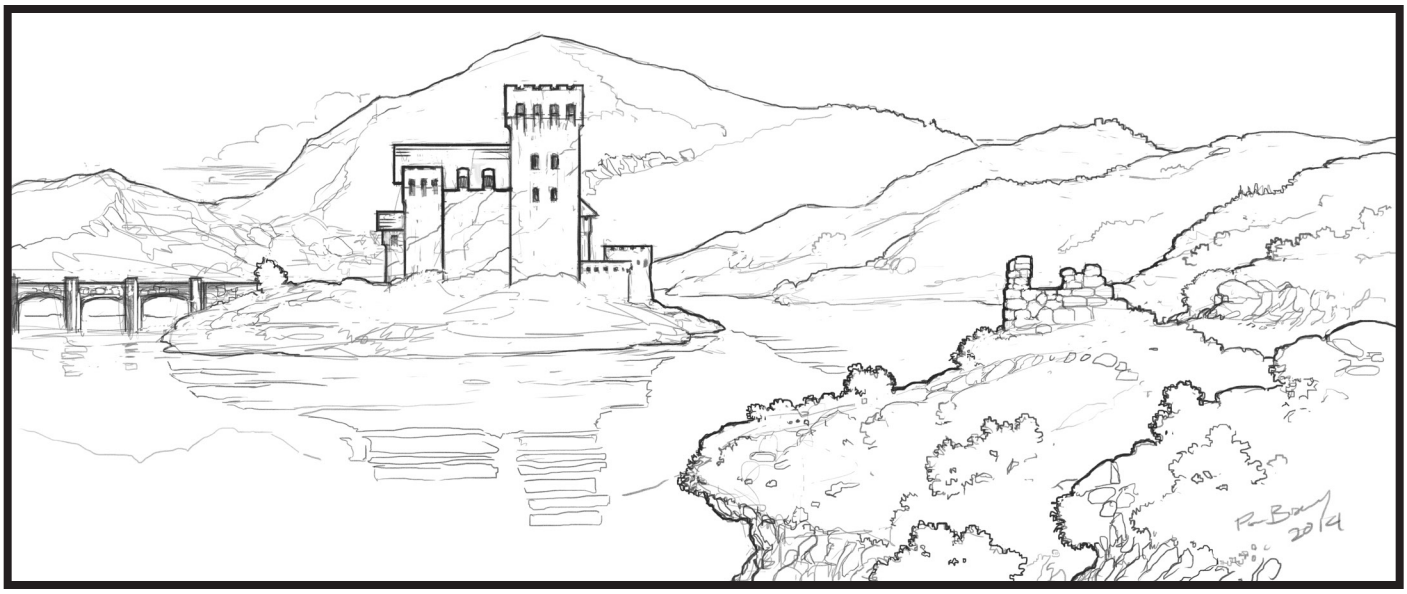
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THE HAUNTED HIGHLANDS GAZETTEER



THE HAUNTED HIGHLANDS GAZETTEER: Being a glossary and travelogue of the various villages, cities, and locales within the realm of Duke Mandras Karbosk V and beyond.

INTRODUCTION: AN OVERVIEW OF THE HAUNTED HIGHLANDS

Centuries ago the realm of the Haunted Highland was claimed by King Pieter I of Rhodensia, founder of the Rhodensian Empire whose lands still exist to the south beyond Lake Veyona and extend across the southern sea to the shores of the Dark Continent. Centuries passed and the might of the empire crumbled as empires often do, through internecine civil war, and family betrayal, many of the lands slid into barbarism and others were taken by fledgling dukes and princes who claimed their own share of the throne. The remnants of the empire which still exist to this day are known more for the constant warfare between the petty princes and low kings who claim its throne. Of them all Duke Mandras Karbosk V was the strongest. Karbosk V stood the best chance at unifying the throne; until the coming of Yorgach the Orc King and his mighty horde.

The Haunted Highlands is what the locals call it. A large track of the terrain of course refers to the Duchy of Karbosk, and the independent lands of the unified Ugashtan tribesmen who dwell within its hills and the northern lands. The Haunted Highlands are home to the famed Dirty Bowbe's Roadhouse, long known on the frontier as a safe haven for miscreants, near do wells, adventurers, and "antique collectors" seeking to make their fortune."

The Free Cities of Eskadia and the smugglers port of Mantua lay far to the Northwest, and the war ravaged city of Dro Mandras lies below the central plains upon the banks of the Mandras River and the shores of mighty Lake Veyona. Dotted upon the lands of Duke Mandras are various forts and structures Villages such as the Halfling settlement of Gilby Hall, the way station of Old Fort, as well as Gaspar, Mish, Jorgen, Kamilla, and Havel. Each of the villages is richly unique in its own right, though they seem as ghost towns now with the fighting aged men pressed into service to fend off the invasion. These farmers turned warriors know the stakes. To fail is to see the same destruction wrought upon their lands as was visited on their kinsmen east of the Mandras River.

To the East of the Mandras are laid bare the ravages of war. Ruins now of once fine villages and great towns abound. Here are the smoking remains of Port Irusa, once the primary fishing port for the Duchy upon Lake Veyona. The ruined villages of Vareik, Adrik, and the wreckage of Ft. Ewar and Port Irusa bear the sorrow of the nation. Each had but a skeleton crew of elderly warriors guarding the frontier as the majority of the soldiery was off pressing the Duke's claims against Prince Bermillian in within the Rhodensian provinces. Their efforts were valiant but held for naught as the orc waves crashed upon their walls, slaughtering wives, children, babes, and the elderly as they spread across the plains like a wildfire.

Were it not for the efforts of the Duchess and the magicians of the Tower of Nesturon all may have been lost. So are the times in which we live.

The surface cities and villages of the Highlands are not the only realms which exist upon the land however. Beneath the Fander Range hides the Grand Dwarven Kingdom of Fanderburgh. Once an empire nearly as powerful as any upon the surface, it is now well known that the Dwarf King rules a nation in full decline. It is believed that other kingdoms and cities of the deep are below the very soil ruled by the Duke of Karbosk in a shadow land known simply as The Darkness. The famed Crater of Umeshti is a known portal to the Darkness below. The Crater's treasures and dangers have long tempted treasure hunters, adventurers, and heroes from as far away as Ayin, Jiron, Tsutsin, Pashtush, and Rhodensia itself who risk life and limb to plumb its unknown depths in search of ancient relics.

In more ancient times legend tells that the land was home to an ancient empire of mystics, wizards, and beings known as the Umeshti who walked with the god during their time among the mortals. A great war among the gods brought about horrible destruction to the mortal world. Their war reshaped the continents and shifted the very seas. In their final defeat the ancient demons of destruction and forbidden gods and their hellish minions cast forth a great comet which struck down the ancient capital of the Umeshti, leaving behind the great crater of Umeshti where the jewel of ancient civilization had once stood.

Cities of the Highlands

THE FREE CITY OF ESKADIA

Eskadia has a standing population of 81,000 permanent residents with a constant flow of foreigners comprised of mercenaries, merchants, travelers, explorers and the like at any given time of the year adding another 10-20,000 to the steady population. Thus the on-average population of Eskadia is roughly 100,000 persons making it the most populous city of the Highlands.

Eskadia is home to a good percentage of foreign residents due to its capacity as a port upon the Vestlig Sea. Although the majority of the population is human, there are large numbers of Halflings, Gnomes, half-elves, and dwarves.

The Free City of Eskadia is ruled by a complicated cabal of nobility, and wealthy merchants. It is the farthest northern port on the western end of the continent. The temperatures there are balmy and wet during the summer months with an average temperature in the upper eighties and winter months the port itself never suffers a freeze as warm southwestern winds keep the temperatures in the low forties. Eskadia is a dangerous city, and crossing any of the guilds, den lords, and cults may result in a quick death. Eskadia has a powerful navy and is part of the Western Defense League, comprising Mantua, and the Duchy of Karbosk. Currently Eskadia's biggest threats come from within, as feuds between noble houses and their allied merchant guilds quickly erupt into street violence. Its outside threats include the Pirates of Umbrego Cove and the Hobgoblins of Yulgum Kak.

The cities districts surround a wide harbor where the Eskadian Navy is headquartered. Each of the districts is surrounded by its own wall and pierced by gates which are well guarded by mercenaries and Den Lords looking to make swift profit from yokels and foreigners who frequent the Free City. While there you should explore the various taverns and restaurants. Those needing new arrows and bows of near elvish quality would be good to speak with Arthor at the Bows of the Rising Sun. Those seeking to rid themselves of cumbersome items collected during a dungeon delve or "antique collector's holiday" would be well to learn the address of the Trade House where an auction is always on the schedule.

Sophisticated travelers may find their tastes satiated in the Heart and Diamond districts, where high stakes gambling may be had at the Chateau , or theatrical entertainment can be seen at the Thespians Corner. It is understood that those with the coin can truly have their way in Eskadia and a variety of businesses and buildings are for sale to any sort of buyer. Just be sure to ask your realtor to show you the property before plunking down your gold. You may end up the landlord of a seedy tenement in the Pitts if you don't ask the right kind of questions. Then again judging from the company you keep, that may just be the sort of place you are looking for!

Eskadia is simply too large an area to describe in this simple tome, lest to say keep a hand on your purse and another on your knife as you travel the city. Don't cross the Middlemen and remember to bow as the nobles pass and you should be just fine!

MANTUA

Mantua is a small but busy seaside port along the trade routes to the Vestlig Sea and the other western seas. Its permanent population is around 2300 residents, though foreign traders, and smugglers hoping to avoid the extensive taxes levied by the Middlemen and Usurers Guilds of Eskadia sometimes throw the dice and try for the smaller port in hopes of bigger profits.

Mantua is ruled by Governor Dafidov, a distant cousin of Duke Mandras Karbosk V. Dafidov has a more or less laissez faire approach to rule, insuring his guards are significantly violent to avoid chaos in the streets. It is rumored that any smuggling activity that takes place in Mantua must go through the owners of the Randy Mermaid. Aside from its rumored underworld connections the Randy Mermaid is considered the hub for entertainment, cards, drinks, and rumor gathering for Mantua and its surrounding region. The good news is the drinks are decent. The bad news is if you don't care for it you are pretty much out of luck as the Randy Mermaid is really the only game in town unless you happen to need your boat fixed. If that's the case Yelbi's Dry Dock and Norrico the Canvasser have about everything you will need to get you ship shape and out onto the wild blue of the Vestlig Sea in no time.

DRO MANDRAS

Originally the jewel of the duchy, Dro Mandras is a city split in two by the horrors of Yorgach's invasion. A large chunk of Yorgach's army occupies the eastern half of the city, with the exception of a great citadel to Vanium which has thus far held out against the humanoid invasion. Yorgach himself is occupied in battles along the far eastern frontier with the newly arrived armies of the Duke.

Western Dro Mandras is called the "Free West" by its inhabitants and the thousands of refugees who fled there during the sack of the Duchy's eastern province. With Duke Mandras afield overseeing the war efforts against Yorgach's Horde, Duchess Vulsia Illian Karbosk oversees the defenses of the city. She seeks able bodied heroes of the west to help her in her quest to free the East from the predations of its new inhabitants and bring succor to the East Central Bastion district. Armor which has suffered the slings and arrows of the enemy can be worked at the Outcast Armory or Guskha's Armor Repair,

while fine food and drink can be got at the renowned Bleeding Sword, a tavern of fine fare respected by Noble and alike. Others may find interest in Babul Trazic's Flying Circus, an animal show brought to the Duchy from far off Pashtush.

Warriors may find employ with the Duke's armed forces, or may wish to throw in with the Black Jackal's mercenary band who have established a barracks within the city.

The Conquered East is crawling with the looting forces of Yorgach the Orc King and his various allies amongst the goblin, hobgoblin, gnoll, ogre, and troll races. The East was the largely residential area of the city, which now sits all in ruins. Getting across the river is going to be a challenge because orcs and ogres have occupied the gatehouses on the East side of the river and the Duchess is reluctant to drop the drawbridge on the Western shores for any reason!

For those seeking adventure, and to make a name for themselves in the eyes of the rulers of Karbosk, Dro Mandras is a destination unlike any other.

Villages and Ruins of the Haunted Highlands

Villages

There are dozens of small thorpes and hamlets not listed on any map, and known to only a few who have traveled the length and breadth of the lands. Listed here are the largest villages and the heartbreaking ruins of the eastern province. In addition to these village center itself, each village lord is also under direct command of roughly 90 square miles around his keep. The land immediately around this is held in 10 square mile increments by these lords' lesser knights who in turn have a small manor house and share cropping farmers dwelling upon their land.

OLD FORT

This was once a cavalry fort established hundreds of years ago during the reign of King Pieter. It is now a small garrison and trading post used by overland caravans heading to and from the port of Mantua. The garrison is overseen by Captain Gunn, a crusty, hard drinking northman who is loyal to Duke Mandras to the death. Prices are high due to their scarcity on the frontier.

GILBY HALL

Gilby Hall is the largest settlement of Halflings outside of Eskadia. The halflings of Gilby Hall are of a more agrarian stock, and those who leave the confines of their cozy village tend to be decent rangers, and better than average shots with the bow. They are well known for their wines and their orchards produce a broad supply of fresh fruit to the villages and towns of the Duchy.

It is unknown how many of halflings live beneath the hill which comprises their hall, as big folk are simply not allowed entry into the rumored splendor that their burrow. At best the big folk are welcome to visit the farmland above and to stop by Yago's Brewery and the Ripe Grape Vintner.

THE VILLAGE OF MISH

The county seat of a large plain of farmland is home to Lord Ioseph Pavel and the village of Mish. Mish trades heavily with Gilby Hall and its main inn "The Knights End Tavern" is a welcome resting spot to weary travelers. For those looking to get a few tricks more tricks out of their ponies it would be wise to visit Bela. Wizards from as far off as the Tower of Nesturon are known to seek out Reija the Herbalist for unusual material spell components that she collects from the surrounding lands.

THE VILLAGE OF GASPAR

Gaspar on the Lower Kissarock river, is ruled by Lord Fyodor Ivanek but is truly managed by his daughter Julia Gustaffson who tends to be distrustful of strangers. Visitors passing through may find refuge at the Trails End Inn, a popular watering hole and supper spot for local farm hands.

Local weapon smith Bronislaw is more than adept at repairing damaged armor and broken weapons, and broken wagon wheels are replaced by Luukas Weckman.

THE VILLAGE OF JORGEN

This village, pronounced Yorgen, has a large dwarven population, and is ruled by Lord Ognir.

Jorgen is known for its cobbler's shop run by Vesa Dorgar where fine shoes and leather goods are made. While shoe shopping the true men in the party can wash away the shame of days spent waiting for boots to be finished in the Grey Griffon Inn.

A newly built but simple blacksmiths shop run by Holso is also found in Gaspar. He's decent at mending weapons and gear, as well as shoeing horses, but it would be a wise not to ask the proprietor about his wife!

THE VILLAGE OF KAMILLA

An older estate, Castle Ezak dates almost to the founding of the Duchy under Mandras I. Kamilla is ruled by the Lady Larissa, descendent of Lord Ulik Ezak the Mighty, though she is a great warrior in her own right and rides with the Duke to avenge the horrors in the Eastern Province.

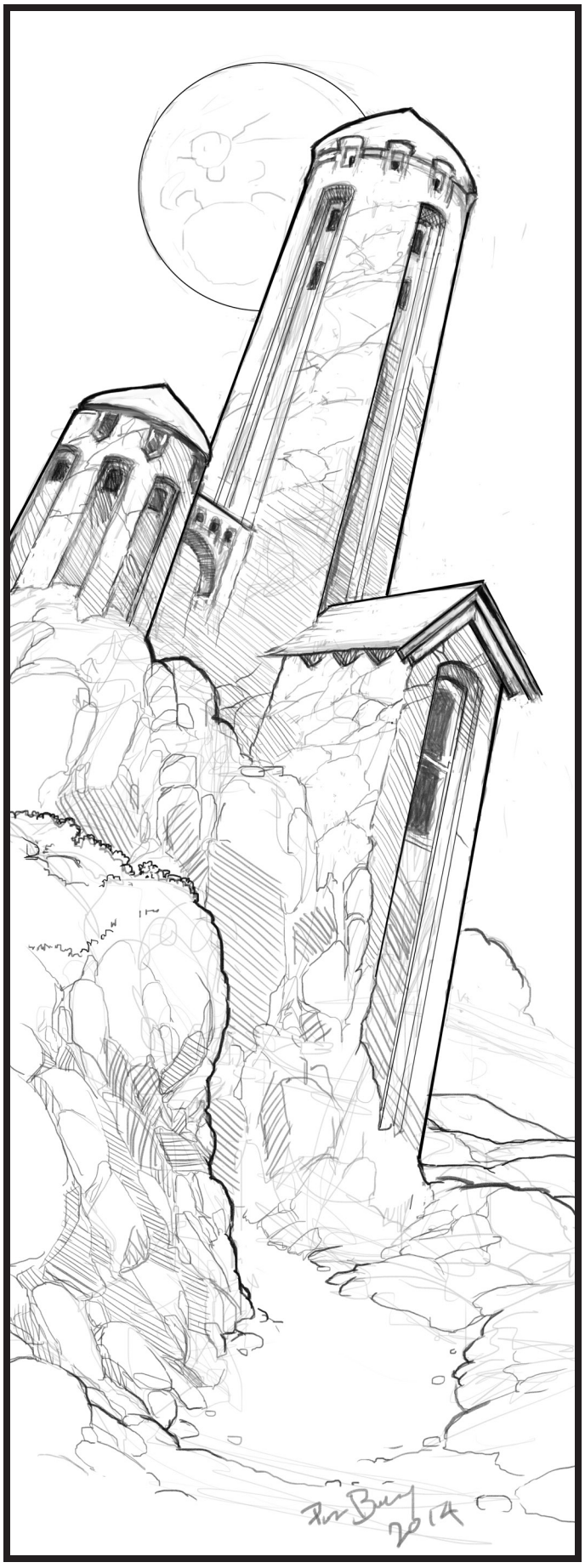
Most who travel to Kamilla do so to have raw stones cut by Gareck Glitterstone, a renowned Gemologist who makes his home here. Just in case you get any weird ideas… Gareck is a dwarf late of the Yakkov Hills is well guarded in his vault like home.

Other shops of noted for their fine furniture and hand woven rugs, and their skilled wagon maker. While visiting, be sure to have a mug of ale at Greggor's tavern. The fare isn't for everybody but what tap house truly is?

THE TOWER OF NESTURON

The Tower of Nesturon is the name given to the great enchanted spire which rises form the central plains of Karbosk. The tower has stood for as long as can be remembered and is named for the ancient Archmage Nesturon. The central tower is surrounded by a grouping of lesser towers known as the apprentice towers, each commanded by one of Nestrons own apprentices, and serving as schools of magic for generations of wizards who have trained with the masters of the tower.

The fortress-like tower itself is surrounded by the Village of Nesturon, a small magic friendly community which caters to wizards and would be apprentices.



Ruins

Here are listed the ruins of the greater villages of Eastern Karbosk. In addition to these village center itself, each village lord is also under direct command of roughly 90 square miles around his keep. The land immediately around this is held in 10 square mile increments by these lords' lesser knights who in turn have a small manor house and share cropping farmers dwelling upon their land. In the case of the East most of these small manors have been sacked and are now lair to orc, hobgoblin, goblin, bugbear, ogre, troll, or some undead fiend.

RUINS OF BORTENSKI

The only western village which was destroyed during Yorgach's invasion was the village of Bortenski, whose survivors brought forth a horde of their own, in the form of Ugashtan Tribesmen and residents of Dirty Bowbe's Roadhouse, who spoiled the portage of the Orc Horde and turned their vengeance south. Before its destruction, Bortenski once stood guard over the Northwestern Duchy where it oversaw the fords across the River Mandras and the Witch Moore to the north. The ruins are reputed to be crawling with undead.

RUIN OF PORT IRUSA

Port Irusa was the second largest city in the Duchy of Karbosk and serve as the main fishing port and naval fort for the modified longboats which have plied the northern waters of Lake Veyona for centuries, guarding the fishing fleets from monsters and aggressors from Rhodensia. Irusa was home to a great temple to Ataxus the God of Chaos sits in its harbor upon Anarchists Isle. Popularized by its people were a fighting arena where Ataxian boxers would pit their skills against those Rhodensian and Karboskian pammakoni. Irusa was largely evacuated during the coming of Yorgach, so most of its population piled aboard fishing vessels and warships and sailed away before the orc, rhuk and hobgoblin hordes could strike. Many Ataxians chose to take the opportunity to strike south, into the heartland of Rhodensia where they now carry out a passive aggressive war of anarchy against the weakling princes of the empire.

RUIN OF ADRIK

Adrik was once a center for raising beef, swine, grain, whiskey, and beer for the folk of the Haunted Highlands. None fought

for the defense of Karbosk harder than those refugees from Fort Ewar and citizens of Adrik who stayed behind to stem the tide of Yorgach's hordes. The shattered remains of Adrik's central keep and some stones are all that is believed to still stand in Adrik. Word of this is sketchy at best for plunderers wander the plain and occupy ruins, making any news from the East difficult to get.

RUIN OF VARIEK

Vareik was a foresting and farming center in the northeastern part of the Duchy, and was home to Lord Nikolia who was long a trusted councilor to Duke Mandras till he recently ignored the call to arms of the Duke in a contest against the weakling princes of Rhodensia prior to the invasion of Yorgach's forces. Brave explorers would be well rewarded to find the reason for this spurning of the Dukes call.

Humanoid Settlements

YORGACH'S HAMMER

Once a human fortress set to guard the passes leading to Pashtush,, the fortress was lost many centuries ago to a resurgent orc force which led to the Battle of the Hundred Heroes. Rebuilt and reshaped by will of Yorgach himself, the fortress has been renamed Yorgach's Hammer. Hundreds of orcs, ruhks and hobgoblins occupy the battlements and barracks of the fort, untold thousands dwell in the pits below which allegedly touch the Darkness beneath.

Only a fool would seek to strike at Yorgach's Hammer as it is believed that Yorgach keeps enslaved trolls, war ogres, and other terrible foes.

YULGUM KAK

Yulgum Kak is the permanent fortress of the hobgoblin king. The king himself is of a nomadic tribe and frequently camps upon the northern steppes with a thousand of his cavalry, grazing their beasts and practicing at war. A fragile truce between the hobgoblins, Eskadia, Mantua, and Karbosk still holds, yet none know the reason that the Hobgoblin King has not yet thrown in with Yorgach as his cousins from the Troll Bramble have done. Some suspect he is being paid to remain neutral by forces within Eskadia, but none can fathom why.

The hobgoblin king can call upon 1000 riders, two thousand archers, and three thousand hobgoblins of foot within three days' time. The Fortress itself is a medium sized town with almost 2500 hobgoblins in residence.

Seas, Lakes and Rivers

VESTLIG SEA

The Western Sea, known as the Vestlig Sea occupies the western edge of the continent running from the northernmost port of Eskadia to the southern tip of Rhodensia. The Vestlig sea is far warmer than the Northern Sea which girds the top of the continent. Violent storms are known to thrash along the north central coast of the continent due to this admixture of warm and cold waters.

Due to its range from temperate to near tropical waters and its numerous islands the Vestlig Sea is home to various bands of pirates and independent powers. The island of Melia holds the ever warring nations of Zarga and Il Melia, both comprised of a native population which long ago was admixed with the blood of conquering Rhodensian princes, themselves outcasts of the never ending imperial civil war.

Zarga and Il Melia are alternately at war, or at peace with Mantua and Eskadia, though ultimately the navies of all nations are in more danger from northern raiders from the far icy wastes and the Pirates of Umbrego Cove.

NORTHERN SEA

The Northern Sea divides the central continent from the polar continent. The sea is cold and filled with monsters and is roamed by savage raiders. These northmen raiders have long explored along the northern coast of the Haunted Highlands, where they set up semi-permanent campsites. It is hard to say if these northman forts are a prelude to a more dramatic invasion, or simply satisfy their urge to explore the dangers of the North Woods and the storm blasted coast of the Unsettled Lands.

FEAR BAY

A rough bay dotted with rocky islands and dangerous currents isconnects the Knife's Edge Strait from Lake Ugasthan. Believed to be home to a variety of sea folk and dangerous sea creatures, the bay is largely avoided by all but the most insane of northern raiders who sometimes seek the islands of the bay to hide their treasures, and maroon their enemies.The northernmost islands contain northman settlements used to resupply their ships as they ply the northern continental coast. The northman bands are not always allied with one another and it is not uncommon for island settlements to raid one another for supplies and slaves.

LAKE UGASHTAN

A narrow and dangerously rocky strait known as the Knife's Edge separates this mildly salt water lake from the northern sea. Although it is a salt lake, Lake Ugashtan's saline content is less than half that of the sea beyond. Named for the Ugashtan tribesmen who dwell upon its southern shores, the Lake is believed to be more than 5000 ft. deep and occupies 5400 square miles. Lake Ugashtan is dotted with Islands including the twin isles, a pair of heavily forested islands near the center of the lake where it is rumored that ruined megaliths from the ancient Umeshti Empire still stand. The lake is considered by the Ugashtan people to have mystic properties both benevolent and foul. It is also home to outcasts from the Ugashtan tribes who have formed bands of lake pirates over the years.

LAKE VEYONA

Lake Veyona is the largest freshwater lake in the region, and is considered by most to be no less than an inland sea. The lake

is believed to be some 7000 ft. deep at its deepest point and is fed by numerous streams and rivers flowing from out of the Ugashtan Highlands as well as its own powerful underground springs. The Lake has a length and breadth of 19,000 square miles. Coastal fishermen from Karbosk, Rhodensia, and the Principality of Bermillian contest against one another constantly, often leading to battles upon the water, of which, Duke Mandras's boats currently own the day. The Lake is dotted with wooded islands especially along its northeastern and southwestern shore. Some islands are inhabited.

LONG LOCH

Long Loch is a narrow, fresh water lake, roughly 30 miles long but only five miles wide. The river is quite deep and cool. The Long Loch can be a popular fishing destination but the angler need be care not to run afoul of river trolls or other dangers such as trolls and extremely large frogs who are known to dwell upon its deep clear waters.

LAKE EWAR

This mountain lake is only 25 square miles but is over 3000 ft. deed. Fed by freshwater springs deep within the mountains, the lake was once fished by the inhabitants of Ft. Ewar before its destruction at the hands of Yorgach. The lake is known for sturgeon and trout.

EWAR RIVER

The Ewar river flows down from Lake Ewar for fifty miles as it empties into Lake Veyona. This clear cold river empties where the harbor of Port Irusa once stood. Barge and canoe traffic once carried trade goods back and forth along the river to the portage beneath the fort.

ADRIK RIVER

The Adrik river flows from the twin villages of Adrik and Variek south past the Tower of Nesturon sixty miles till it pours into the great Mandras River just north of East Dro Mandras. The river is filled with catfish, sunfish, and, bullheads, which were popular with local anglers before the invasion. The streams are sourced from underground springs. It is believed by sages that these streams were merely tributaries of some vast underground river system. Canoe travel is the most common form of travel along the streams, and cuts the distance traveled between East Dro Mandras and the northeastern villages tremendously. Huge canoes popularized by the Ugashtan tribesmen carry as many as ten travelers and a hundred pounds of goods at four miles per hour downstream, and three miles per hour upstream. Orc raiders used captured canoes to great terror as they were able to quickly outstrip the main host and infiltrate East Dro Mandras at the onset of the siege of Dro Mandras.

KISSAROK RIVER

The Kissarok River is fed from deep underground streams and produces cool clear water and sometimes strange things that bubble up from the deep. The villages of Mish, Kamilla, Jorgen, Gaspar lie upon the banks of the Kissarok and rely on its waterway for trade between them. The river drains seventy miles of the western farmlands before emptying in the Fly Bite Fen southeast of Gilby Hall.

The Kissarok is divided into two forks of approximately equal length with the Western fork being home the majority of villages. Fish are plentiful though fishermen avoid travel to the fly bite fen as the area is well known to be a place of danger.

YAKKOV RIVER.

This river forms the border of the Highlands and the Unsettled Lands to the northeast, just as the Pieter's Reach Mountains and the Troll Bramble Forest form the boundary between Karbosk, Rhodensia, and Jiron to the East.

The Yakkov River is a mineral rich waterway whose water though clear when lifted in a dipper, appears to be a rich almost coffee brown color in its flow indicating a huge iron content. The rivers source begins somewhere in the western grasslands of fiend ruled Jiron and empties more than a hundred miles to the north into the Northern Sea. The waterway is plied by river Northmen who alternately raid encampments along its coasts, and trade goods in semi-permanent trading posts built along its many small lakes.

Forests and Woodlands

BROADWOOD

A great woodland comprising 2400 square miles of terrain is found south of the Fly Bite Fen, east of the Lawless Coast, west of Lake Veyona, and North of the Principality of Bermillian.

The woodland is home to a variety of denizens ranging from bandit lords, robber barons, black knights who were exiled from the empire, and petty kinglets who claim the ruined Broadwood Province as their own personal kingdom . Prince Bermillian and Duke Mandras have both attempted crossing past the woodland but encampments of gnolls, pirate villages, and bandit camps along the coast have impeded this route into Karbosk. The woodland itself is a combination of willow, alder, and sycamore trees breaking to liveoak as one travels south. The woodland is habitat to a variety of creatures, both mythic and strange.

GILBY ORCHARD

This 200 square mile woodland is actually a well-managed and manicured forest of peach, apple, and pear trees grown by the halflings of Gilby Hall. The Gilby Orchard is protected from thieves and any local pests by a squad of Halfling sheriffs who are crack shots with their shortbows.

Cursed Wood

The Cursed Wood is located on the southern slopes of the Crater of Umeshti, about ten miles north of the Circle of the Green Man. The Cursed Woods covers 750 square miles of rough terrain and is rumored to be populated by various species of dangerous monster and the lairs of hags, necromancers, and

monstrous undead. Renowned for its oppressive darkness and the twisted, unholy nature of its trees and plants, the Cursed Woods are largely avoided by the local populations of Ugashtan tribesmen, though druids from the Circle of the Green man have been known to attempt healing magic upon the forest with limited success. Many would be adventurers seeking treasure in the Crater of Umeshti take pains to circle around the Cursed Wood and approach the Crater from its northeastern face.

GROVE OF THE GREEN MAN

The Grove of the Green Man is a sacred forest covering roughly 100 square miles that serves as the center of worship for druids who follow the teaching of the Green Man, god of nature and beasts. The druids of the grove typically come from the Ugashtan racial stock and have been known to assist farmers in better tending land and livestock so long as proper sacrifices and observances to the Green Man are made. Keeping the balance is key, and those who would enter the grove had best remember that if they wish to leave the grove in the same shape they were in when they entered it.

VARIEK WOOD

Variek Wood is a small 25 square mile woodland situated in and around the ruins of Variek, which served as a private hunting ground to the lord of Variek and his guests. The condition of this small forest is unknown since the invasion of Yorgach and his Orc hordes, lest to say that the reports of scouts indicate that the wood still stands and has not yet been chopped down to create siege engines for the war effort.

DUKES WOOD

So named as it is the private hunting reserve of the Duke of Karbosk. Rangers in the employ of the duke work tirelessly to manage the land and shoo away bandits and humanoid reavers who sometimes try to hide within the wood. The penalty for hunting the wood without license of the duke is the loss of one finger from the bowstring hand and 100 gp. Failure to pay results in jail time of 90 days and loss of two fingers instead.

There are deer, black bears, raccoons, and the like dwelling within the 250 square miles of hardwood forest.

FEYWOOD FOREST

One of the oldest known forests in all of the Haunted Highlands is the Feywood Forest. The Feywood is a 1200 square miles of old growth forest which has stood since before the destruction of the Umeshti people during the ancient war of the gods. The Feywood was once center to the worship of Fythele in the Northwest. Feywood Forest was once home to a brilliant city of high elves who dwelt atop the peak of bald mountain which pokes from the center of the forest in their ancient city of Amyan Jymoon. Since the disappearance and apparent betrayal to of the Elves during the Battle of the Hundred Heroes, the woods have been largely shunned by the inhabitants of the Duchy of Karbosk.

LAKEWOOD

A large pine forest upon the northeastern shores of Lake Ugashtan is about as far from the centers of power and population in the Duchy of Karbosk as the moons and stars. The forest is comprised of spruces, ash and firs covering over 3000 square miles. The mildly hilly terrain is home to elk, as well as various beasts, magical and non -magical, benevolent and malign. It is largely unknown what sorts of beings make their home within these woods as accessing them from the south is difficult from both Lake Ugashtan and the Pieters Reach Mountains. Rumors abound of a green dragon in the lake woods who is rival to a copper dragon of the Yakkov Hills. Doubtless this is all rumor and mythmaking.

NORTHWOOD

The Northwood is a windswept wood at the most northern point of the highlands along the coast of the Northern Sea. The Northwood is harvested for its strong ash trees by northmen who have various forts dotting the coast to the northeast of Fear Bay, utilizing the lumber for repairing their ships and building smaller vessels which they use to explore the Yakkov where they seek trade and plunder amongst the horsemen and centaur tribes which populate the western steppes of fiend ruled Jiron and the Unsettled Lands. Northwood lumber is exceedingly hard due to its exposure to wind and storms from the Northern Sea.

TROLL BRAMBLE FOREST

The Troll Bamble is a large forest occupying 1600 square miles. The woods are called the Troll Bramble with cause, as one would need to regenerate like a troll to get through the thick thorny underbrush and jagged hardwood branches that typify the vegetation that grows here. Of course the fact that actual trolls have been documented lairing within the Troll Bramble. For this reason the forest has often stood as a natural barrier between Rhodensia to the South, fiend ruled Jiron to the East, and the Duchy of Karbosk. It is believed that other creatures such as giants dwell within the wood, especially as it borders the Pieter's Reach Mountains. It is also not unknown for there to be tribes of orcs and goblins dwelling within the Troll Bramble, serving as either fodder or food for the trolls, ogres, bugbears, and other more powerful beings who are believed to dwell there.

Mountains and Hills

YAKKOV HILLS

To the Northeast of the Highlands stand these hills named by an explorer from the Eastern Kingdom of Aiyin. The area is considered mineral rich, though it is also home to many tribes of ogres, hill giants, and it is rumored fire giants dwell somewhere within a slumbering volcano.

UGASHTAN HIGHLANDS

This highland hill range comprises a semi forested area of roughly 9600 square miles of land in the northern province of the Duchy of Karbosk. It is these Highlands which give the region it's "Haunted" appellation. The Highlands are semi –autonomous in

that they are ruled by their own headmen who have an alliance of co-defense and protection of the land from external foes. In return the Duke has traditionally allowed the highland tribe to manage its own affairs, so long as horrors from the Crater of Umeshti, The Cursed Woods or the Witch Fens do not wander down into the central farmlands. Dirty Bowbe's Roadhouse sits at the foot of the southernmost spur of the Highland range. The central plateau of the range is home to the Cursed Wood and Grove of the Green Man. The hills and peaks range from a low of 500 to a high of 2900 ft., with the tallest peak being the mysterious and deadly Crater of Umeshti rising to a height of roughly 3500 ft.

The far reaches of the hills, beyond the crater are known to be homes of tribes of hill giants, ogres, bugbears, solitary stone giants, and ettins. There are rumors of basilisks, wyverns, hippogriffs, and the occasional chimera, especially near the valley and plain of Mayfurrow.

THE CRATER OF UMESHTI

The hollow peak in the northwest of the Ugashtan Highlands is 3500 ft. high. The crater is broad and a deep sinkhole is alleged to be at its center. The sinkhole is variously described as the gate to hell, the entrance to an ancient dwarven mine, or a clever ruse put on by locals to fleece foreign explorers out of their hard earned coin. Whatever the answer, it is a destination for heroes and adventurers from lands far and wide. The slopes of the Crater are said to be heavily infested with kobolds and other unsavory creatures.

THE FANDER RANGE

The Fander Range is a broad range of mountains occupying 13,000 square miles, with an average peak height of 5500-7000 ft. Central to the Fander Range is the Dwarven citadel of Fanderburg. Dwarves from throughout the West generally count their origins from the Kingdom of Fander. The dwarves speak little of their homeland, and those few words that are spoken are ones of sadness and longing. These refugees are friendly with the humans and halflings of the region, though they tend to be suspicious of refugees not born of their own particular clan. In centuries past, the dwarven presence extended even across the surface of the mountain range sending mining expeditions to the Crater of Umeshti and as far off as the Yakkov hills. The Dwarves have long since abandoned their surface fortresses, and with the exceptions of settlements atop their home mountain, there are naught but ruins and forgotten storehouses that remain.

The mountain range is known to be home to hill giants, bugbears, ettins, mountain trolls, cave bears and in higher, more northerly climes some small bands of Frost Giants are said to be found though this is disregarded by Northmen as folly, for they cannot imagine a ship large enough to bring frost giants down from the icy northern continent where they rule large swaths of territory.

THE PIETERS REACH MOUNTAINS

This mountain range occupies 15,000 square miles with an average peak height of around 5500 ft. with the tallest peaks averaging 6600 ft. The mountains brought about an end to the expeditions of the Rhodensian King Pieter I as he established his empire. In that day huge hordes of rhuks and common orcs populated the southernmost caverns. Incessant warfare with them and their demon summoning shamans proved costly, though succeeded ultimately in driving the beasts below ground where they remained for many centuries, rising from the earth time and again to plunder the West. It is in such a time that adventurers now find themselves, as Yorgach has taken the banner of the rhuk kings and brought his hordes forth from the deep.

The southernmost spur of the Pieters Reach Mountains are home to Lake Ewar, the ruins of Fort Ewar, and the Orc fortress of Yorgach's Hammer; the proverbial hole in the ground from which the orc lord and his minions have most recently crawled.

The central portion of the range is of a lower elevation with the exception of the great peak known as Bald Mountain, alleged home of the lost elven kingdom of Amyan Jymoon and the Feywood Forest. Little is known of the mountains further north of Amyan Jymoon, as the trek is difficult and there are no known mountain passes leading to the eastern highland planes of Jiron or the Yakkov Hills.

IMPERIAL MOUNTAINS

The Imperial Mountains are a broad range of mountains which serve as the southern end of the greater continental range which also comprises the Pieter's reach mountains and the Ugashtan Highlands. These mountains average 5,500-6,000 ft. in height and cover 11,000 square miles. There are few heavily defended mountain passes leading into Rhodensia from Pashtush which has largely served to protect the embattled southern empire from the depredations of the fiendish pasha's of accursed Jiron. The mountains are home to some giants, trolls, ettins, bugbears, goblins, earth elementals, giant eagles, griffons, and were once believed to be a home to some of the brood of Kyulashedrac, before the Great War of Gods and Mortals the wrought ruin on the Umeshti Empire.

Swamps, Moors, and Wetlands

THE WITCH MOOR

The Witch Moor is a haunted, cold water wetland in the Central Highlands. The Witch Moor is located north of the Ruins of Bortenski and off the Southwest coast. The moore occupies 300 square miles and is avoided by the Ugashtan tribesmen. The Moore was a constant source of concern for the former residents of Bortenski.

THE FLYBITE FENS

This swampland is 900 square miles and has long been home to unknown numbers of lizardfolk, freshwater crocodiles, and other deadly creatures. Until recent years the lizard folk kept to themselves so long as the folk of Karbosk and the bandits of the Broadwood did the same. Their excursions outside of the

swamp have become more frequent and more openly hostile of late. It is rumored that a coven of witches and hags have taken control of the disparate tribes, forming them into a single force whose purpose and goals are currently unknown.

Other Lands

PLAINS OF MAYFURROW

The Plains of Mayfurrow were the sight of a great battle that brought about the end of Shandimar's ambitions to conquer the West. The plains extend on into the valley carved between the Ugashtan Highlands and the Fander Range. The area is greatly avoided especially after nightfall as it is believed to be haunted at best, and demon accursed at worst. For this reason caravans tend to encamp at the on either side of the valley and wait to cross the Plains of Mayfurrow at daybreak, pushing hard to cross the territory before nightfall. Those who camp along the edges of the plain and its valley swear that their slumber is interrupted by the sounds and screams of battle that can yet be heard upon the fields throughout the night. Superstition dictates any of the living who find themselves trapped within the plains by nightfall shall never be seen again among the living, and are forced to join the dead in never ending battle. Superstition, fantasy, or fact, the answer is unknown as the tradition of avoiding the hallowed battlefield has gone on for hundreds of years now.

NORTHERN STEPPES

The Northern Steppes are a broad, windswept grassland known for hot, dry temperatures during the summer months, torrential rains in the spring and fall, and extreme cold in the dark of night during the winter months. The coastal areas of the steppes are used by inhabitants of Eskadia and Mantua to grow wheat and other arid grains and the deeper areas are used to graze cattle, sheep and goats by their landed nobility who make a killing on the foods in their markets. The deep steppes near the base of the Fander Range are home to the Hobgoblin nation of Yulgum Kak, and are largely avoided for fear of starting a new war with those ferocious folk.

THE UNSETTLED LANDS

The Unsettled Lands are vast wind blasted rocky plain and wet tundra covering the continental coast north of Jiron. The unsettled lands occupy an area comprising around 70,000 square miles. The drier lands to the south are home to centaur, wild horses, and all manner of plains beast and nomad who claim no kingdom and swear no allegiance to any flag save that of their own horse clan. Most intelligent tribes are small bands of no more than 20-100 members who live in yurts and subsist off of milk, wild bison, elk, and moose. Northmen have few outposts here as there is little lumber in the unsettled lands that is easy to reach and much of its interior is soggy and difficult to travel. Their outposts are typically earthen forts whose welcome to outsiders is dependent on the mood of the tradesmen and raiders currently encamped.

JIRON

The Caliphate of Jiron is a fiend ruled kindom where the semi-civilized horse clans of the arid central plateau swear unswerving allegiance to the various genie beys and sheiks who rule over them like gods. If the folk of Jiron worship any gods at all, they are the Great Khan, God of War, or Kharzarn the Cruel, Lord of Slavers. Jiron is largely unexplored by the folk of Rhodensia and the Haunted Highlands, as a combination of a warlike nature, and predilection for enslaving its neighbors makes Jiron an unlikely destination for merchants and traders.

PRINCIPALITY OF BERMILLIAN

The Principality of Bermillian is a province of the Rhodensian Empire, ruled by Prince Bermillian, current pretender to the line of ascension for the throne of Rhodensia. The principality sits at the southwestern edge of the Lake Veyona . Bermillian commands around thirty knights, five barons, and thousands of men at arms and peasant levies. Areas of note in the principality are Lake Bermil to the North, the Bay of Bermillian to the West, and Lake Mergaso to the South. Lake Veyona drains to the Bay of Bermillian by way of the Veyona River which the prince likes to call the Bermillian Waterway. It is quite obvious that the prince and his predecessors love their family name and stamp it on everything their eyes see! Rumor has it that they even refer to the Duch of Karbosk as "North Bermillian" on their personal maps. Bermillians typically worship Taxus the Pillar, though being more truly Rhodensian they also freely worship Kharzarn. Food in the principality tends to be spicy and fish and rice oriented.

THE LAWLESS COAST

The lawless coast is a wild subtropical coastland rougly 120 miles in length with sea isles along the Western side of the continent in what was once the Province of Broadwood. It is used by smugglers and pirates seeking to hide from the navies of Mantua and Eskadia. The smuggling activities have their plus sides however as they allow the exchange goods from Karbosk with goods from Rhodensia while avoiding the political concerns of both states. Likewise a large black market run by bandits operating out of the Broadwood allegedly meets at random spots along the Lawless Coast twice yearly and is considered quite the spectacle for those brave enough to seek out its wonders.

RHODENSIA

A once powerful empire of which the Duchy of Karbosk was once the farthest province, Rhodensia is a kingdom without a king, where warring princes each claim the throne and by proxy imperial authority over its neighbors. Rhodensian princes are largely thought of as weaklings by the folk of Karbosk who have warred frequently against the northern provinces of Rhodensia such as the Principality of Bermillian. The Rhodensian princes each rule a heavily fortified and well stocked city and have become adept over the years at withstanding sieges. Princes of the southern coastal regions have lately taken to plundering the "Rhodensian Protectorate" a province in the Southern Sea established under the rule of the last Emperor, when he staged

an invasion of the nearby southern continent. Rhodensians tend to worship Taxus, Kharzarn, and Tolkaladin. They tend to be of medium complexion, with dark hair, and brown eyes amongst the common folk, though the households of the nobility tend to have lighter hair, eyes, and skin, due to centuries of inbreeding.

Rhodensians enjoy spicy food, as peppers grow rapidly in the semi-arid lowland climates which comprise a large percentage of the land mass of the empire.

THE DARKNESS

The Darkness is a huge underground expanse which stretches beneath mountain and plain across almost the entirety of the Haunted Highlands. The most famous entrance to the Darkness is of course the Crater of Umeshti, the ancient sinkhole where the warring gods and mortals wrought the ruin of the Umeshti Empire in the forgotten age. The darkness is not without its settlements, kingdoms and indeed underground empires. Inspite of this, the Darkness is also a realm wrapped in secrecy. Its existence is not widely known to all, and in fact many of the more powerful denizens of the Darkness like to keep the extent of their subterranean expanse unknown to the folk who dwell upon the surface.

Lands of the Darkness

FANDERBURG

As mentioned previously, The Dwarven Kingdom of Fanderburg once controlled a wide swath of the Darkness under the Fander Mountain Range. Indeed many of the tunnels connecting the vast caverns of the Darkness were initially cut by dwarven prospectors in the time since the War of Gods and Mortals.

There are dozens of abandoned darven mines and fortresses littered throughout the Darkness. Most have fallen into ruin and serve as lairs to untold numbers of monsters.

Fanderberg is also the name of the great dwarven city which sits somewhere in the southern spur of the Fander mountain rainge. The City has been sealed for decades, since a mighty earthquake rent a crack in the ceiling of the grand gallery. Aftershocks killed many of the residents, and little is now known of the plight of those who dwell in the city below.

ULGAKUR

Ulgakur, is a hidden city ruled by a wicked hegemony of evil adventurers who banded together some decades ago to conquer the goblin city. Ulgakur is a hidden threat which sits several hundred feet below the surface, and is geographically located nearly in the center of the Duchy of Karbosk itself. So important is the secrecy surrounding Ulgakur that Lluvandro the Lich and the other members of the ruling council have decreed that none who dwell upon the surface may speak aloud the name of the city upon pain of death. It is rumored that bands of assassins with citizenship in the Undercity secretly roam the land, slaying outsiders who have learned too much of Ulgakur's secrets.

THE FORTRESS OF THE THREE

This fortress sits across the great chasm from the Last Gate which leads to the Kingdom of Fanderburg. Here, an evil triumvirate of Jironian Ogre Mages rule a repurposed dwarven citadel surrounded with a moat of fire which sits atop a mound of stone. The triumvirate is loosely allied with the denizens of the Undercity, but like their brethren in Jiron, they truly seek to conquer and rule both the Darkness, and the surface above. Currently they have begun incursions into the lesser defended villages of the surface world, capturing and enslaving humans to serve as fodder in their unending attempt to smash the Last Gate and plunder the Dwarven homeland. Success would give them a spot upon the council of Ulgakur. Failure will no doubt cost them their lives.

BRAYDLE'S TOR

This stone crag sits to the far southwest of the Darkness and is accessible only by stout riverboat across rapids of white water. Powerful illusions keep it hidden from enemies, allowing the tor to remain largely undisturbed by the greater powers which have been known to wage war in the stone vaults below. It is from here that the gnomes of the Haunted Highlands pursue their ongoing cartographical study of the realms of the Darkness and the lands which the Darkness touches. Braydle's Tor is also home to a gnomish archaeological society whose museum is filled with a variety of treasures and detritus which have made their way back to the tor.

Terrain Features

THE SINKHOLE

The Sinkhole is a vast pit which sits beneath the Crater of Umeshti. It is home to Skritch the Kobold King, and Ulzar the Gargoyle Lord, among other wicked denizens. The sinkhole is several hundred feet deep and was heavily mined by the Dwarves of Fanderburg for its rich deposits of "Umeshti" steel. Today it is a lair of various monsters, and also the best known entrance to the Darkness itself.

THE EIBON RIVER

The Eibon (or black) river flows through many portions of the darkness from its source in a great glacier located beneath the bedrock under Lake Ugashtan. The icy waters break into a variety of tributaries and are home to a variety of albinoid freshwater fish as well as various aquatic monsters.

THE RIFT

This great crack in the earth is believed to be a result of the meteor impact which created the crater of Umeshti. The depths of the rift are unknown as is the true length and breadth of the rift in the darkness. The rift is crossed in various places such as the gallery between the Fortress of Three and the Last Gate. It is surmised that a great ruin left over from the Umeshti Empire may be found at the bottom of the ravine.

UMESHTI GLACIER

This subterranean glacier is older than the cataclysm which wrecked ruin upon the Umeshti Empire. Its melt feeds the Eibon River. Vast ice caverns perforate the glacier in the region between the Fander Mountains and the The Pieters Reach Mountains, especially under the bedrock which sits at the floor of Lake Ugashtan. The glacial caverns are largely unexplored, though the gnomes of Braydle's Tor long to send an expedition to plumb its frozen depths.

LAKE EIBON

The western branch of the Eibon river ends in massive cavern which forms Lake Eibon the aquifer here ultimately supplies water to Lake Veyona. It is unknown what dangers lurk in its unexplored depths.

TIME AND SPACE

Time is counted in the 24 hour day counted universal since creation. Each hour is of 60 minutes, each minute is of 60 seconds. The length of a year is 360 days and there are 12 months of 30 days each. Such are the laws which govern the world as they were set in time immemorial.

The Calendar

ATAXON

The first month of the calendar year, representative of the chaos which birthed the universe. It is often a month of wild weather, ranging from blizzards, to rain, to bitter cold. Gamblers tend to count this month as either lucky or unlucky. Folk lay their odds to chance during the month of Ataxon.

NARTUNE

The second month. The month claimed by death, as cold creeps from the north and freezes flesh and blood. This month is also noted for its abundance of darkness and late in the month, the deep freezing fog. Prayers are said and wreaths are laid in rememberance of the dead, lest they rise from the frozen earth to harry the living.

KRUNNAN

The 3rd month of the year. Often cold, and wet, the month gives way to the green shoots of new life as spring dawns. The end of the month is also the time of planting for summer vegetables. This is the holy month of the Green Man.

FYTHEA

The 4th month and the true start of spring as flowers fill the meadows and farmers begin planting for their fall crops. Fickle as the goddess the month is named for, dangerous storms sometimes sweep the plains of the Haunted Highlands during the month of Fythea.

TOLKAN

The 5th month marks the end of spring and first month of summer are named for the god of magic.

TAXON

The 6th month is the holy month of the lord of law. Standing in opposition to the chaos of his brother in the start of the year. It exemplifies the end of dangerous spring storms and the calm before the storms of fall and return of winter.

SHEDRAC

The 7th month is the month of the dragon. Known for warm winds.

KHAR

The 8th month is named for the slave lord, the summer month so hot it reminds residence of the burning realm in hell which Kharzarn rules.

KRANU

The 9th month is named for the dwarf lord, this month brings the first chill from the mountains to signal the shortening of days.

JOKASH

The 10th month is named for the hag queen this month marks the start of the harvest. The reaping month where the hag queen reclaims her crown from the rule of Fythele.

SHAMB

The 11th month of Shamb brings long nights and the start of winter. Long shadows are the home of Shambere and Shamon is her holy month.

VANNUM

The 12th month is the holy month of Vanium is celebrated in early winter. It is a time of fasting followed by great feast to strengthen the people for the lean months to follow and remind them of the ever watchful guardian which chases away the chaos.

The Days of the Week

TAXDAY counts the start of the week. It is a day of worship for followers of Taxus. The courts are always open on this day.

DRACDAY 2nd day of the week. Day of the dragon, observed to honor the dragons lest they raze the land.

THALDAY 3rd day. This day honors the elf lord for his service to creation. Natural magic is more powerful on this day, causing saves vs. druidic type magic to suffer a -1.

KRANDAY 4th day. This day honors the dwarf god for his service to creation, as all venerate the ground upon which they walk.

TOKALDAY 5th day This day honors the god of magic. Saves vs. Arcane magic suffer a -1 on this day as magic is more powerful.

FYTHEDAY 6th day. This day celebrates the fey queen of light for her part in creation.

ATAXDAY 7th day. This day celebrates the god of chaos for his part in creation. It is a day reserved by many for parties and revelry and is the day where drunk cells in cities find themselves at their fullest.

Astronomical Features

A pair of moons hangs over the world known as Fythele and Jokashka.

FYTHELE

The nearer of the two moons, this silvery orb is named for the queen of light (though still mischievous) fey and woodland elves. The moon keeps a common cycle of thirty days being dark on its first day before waxing full on the fifteenth day of a month, then cycling again to darkness on the thirtieth day. It is believed that arcane magic and druidic magic grow stronger as the moon nears its fullness, and is weakest when the moon is absent from the night sky. When the moon is at its fullest, it offers enough light for travelers to see from moonrise to moonset , or an additional seven hours of travel. The full moon is considered a blessing and a rich time by hunters in hunter and gatherer cultures.

JOKASHKA

This dark moon is named after the dark queen of fey and is called the Hag's Moon or Witch's Moon depending on the region of the world. Jokashka appears smaller and more misshapen than the silvery orb named for the hag queen's twin. The moon does not cast the silvery glow of its sister, but instead glows a dark bluish green, and casts an eldritch tint upon the land, causing fear and confusion to the unwary.

The further moon takes 24 days to wax from darkness to full, and 24 more to darken fully again for a 48 day cycle. Every two years there is a double full moon which is celebrated by followers of both goddesses and generally loved and feared by those mortals who wonder at the rise in incidences of lycanthropes and pranks by mischievous fey.

CONSTELLATIONS OF NOTE

Each of the Major Deities is represented in the Stars, though their positions and locations may change through the seasons. Listed below are major constellations which are seen the year round.

THE DRAGON

This is the constellation that is representative of Kyuleshedrac and is most commonly seen in the Western Sky. The Dragon is comprised of two dozen stars and is one of the largest constellations in the sky.

THE PILLAR

The Pillar is a series of four stars in the northernmost part of the sky with its very tip representing true north. The pillar is claimed by devotees of Taxus, God of Law and is said to represent his inflexibility and unbending spirit.

THE SKULL

The constellation of winter, the skull reminds folk that death is ever present in life, and is that respect must be given the lord of the dead, lest he send the dead back to take what is rightfully his for all time. The constellations of the Skull are venerated by worshippers of Nartarus.

THE SPIRAL

Seen in the far southern sky the spiral is comprised of thirteen stars is the mirror of the Pillar and is associated with Ataxus, god of Chaos. The furthest southern star in the spiral points due south and is always directly opposite its brother in the northern sky.

THE WIZARD

This twelve star constellation resembles a wizard bearing wand, staff and peaked cap. The Wizard is often seen in the eastern sky standing slightly opposed to the Dragon. The Wizard is the constellation representing Tokaladin, god of magic in his attempts to master the secrets of Kyuleshedrac.

THE GUARDIAN

In the western sky, directly opposite the Dragon stands is the fifteen star constellation of the Guardian. The Guardian is comprised of a half dozen stars and is said to be Vanium as he guards the heavens from the forces of evil with his sword and shield.

THE ELF

The ten stars of the elf, vaguely resemble an archer aiming his bow across the sky from southeast to northwest. Is seen in early spring, through summer as it appears to chase away the orc and foretells the coming of the planting season. The Elf represents Thayaleon and his rise mark rituals worshipped by both elves and humans, though the humans do not know the reason as their memory is marred by their short lifespan.

THE STAG

Appearing in fall, the Stag is the reminder that hunting season has begun, and for hunters to take care and only cull the herds of game to their limit, lest all go hungry over time. The Stag is a constellation held sacred by the followers of the Green Man.

THE RAT

This ten star constellation also rises in the fall, and reminds the farmer to guard his stores lest his people starve in the long winter night.

THE ORC

This eleven star constellation rises in spring and is a reminder of the raiding season that the thaw brings. The orc rises at nightfall and is chased across the sky by the elf and disappears into the rising sun at daybreak.

PEOPLE AND MONSTERS OF THE HIGHLANDS

The Haunted Highlands are a diverse region with several ethnicities of human and halfling as well as mountain dwarves, some half elves, elves, orcs, hobgoblins, goblins and the like.

Humans

Most common of the races of the Highlands, with perhaps the exception of orcs, humans come from a variety of ethnic stock including northmen from beyond the Northern Sea, native Ugashtan folk, and the dominant Rhodensian ethnic group which settled generations ago with the imperial expansions of King Pieter. Even far off Eskadia was settled after a failed rebellion in Rhodensia, and thus its folk are also of the Rhodensian cast, though heavily mixed now with Northman blood, and that of whatever blood the Pirates of Umbrego Cove bring to the table.

UGASHTANS: Ugashtans tend to be of medium height with broad shoulders and hair of a rusty reddish to light brown. Their eye colors range from grey to green to a golden hazel indicating a hint of their ancient bloodline.Their skin is sun bronzed and they dress in homespun shirts with buckskin boots and leggings, loincloth and bits of armor and fur. They prefer to bear two handed weapons, though are proficient with the longbow. They tend towards barbarian, ranger, and druid as, though some few serve as clerics of the primal deity Bowbe.

KARBOSKIANS: Dark haired, olive skinned, with eyes of any color, the Karboskians are of medium height, broad of forhead, with a straight slightly pointed nose and square jaw accentuated with manicured beard or shaved chin and full moustache. Karboskians may choose from any number of professions though nobles tend towards study at the Tower of Nesturon, or train as knights in the employ of the duke. Commoners may be clerics of the various deities, fighters, or members of any other character class, including paladins.

ESKADIANS: Like Karboskians, Eskadians are originally of a pure Rhodensian stock, though they may have paler hair and skin of any tone as denotes their admixture with the travelers of the seas. They are otherwise of medium height and build with facial features that indicate their ancient Rhodensian heritage. Eskadians may be of any character class though their nobles tend to be of more dark haired black eyed variety and may be knights, clerics, wizards, or illusionists. Their commoners fill the gamut of adventuring careers though they tend to lean towards becoming rogues, fighters, and assassins.

RHODENSIANS: As time has passed the Rhodensian common stock has remained basically unchanged, medium of build, with brown eyes, and dark hair. Rhodensian nobles tend to be narrow of hip, and shoulder, and somewhat short, though their skin is paler than that of their common folk, probably due to anemia in their constant admixture with others of noble stock, and albinism is not uncommon. Their noble classes lean towards being clerics, wizards, illusionists, and knights, while their common classes may be of any character class save knight.

JIRONIANS: Jironians have a deep tan complexion, and straight black hair. They tend to have long faces and glittering brown/black, though some rare members of their royalty have golden eyes. Jironians have been affected by years of rule by brutal fiends and genie so that they tend to have a slightly alien cast to their appearance and an almost elf like curve to their ear which is hidden in most occasions by turban, helm, hair or veil. Jironians of the arid plateau are often as not barbarian horsemen, while their sophisticated city dwelling brethren tend towards working at being wizards, clerics, assassins, or fighters.

NORTHMEN: Being tall, pale of skin, with hair ranging from all shades of blond to those with a tint of red, they have pale eyes of grey or light blue. They tend to be taller than Rhodensian races and thicker of build. Northmen are typically barbarians, though some several of them are known to be fantastic bards and even clerics of primal deities like Bowbe.

The Northman's native land is a rocky land of majestic pines, snow draped mountains, and icy streams where half the year is spent in darkness. They are avid mariners, traders and raiders who have traveled broadly along the northern coast of the continent taking from those they can and trading with those who they cannot easily bully or kill. Northmen clans tend to war amongst themselves frequently and even the courts of their high kings are rife with intrigue, and fratricide.

ELVES: Elves are extremely rare in the highlands, so rare in fact that most common folk of the villages and farmsteads have never seen a true elf let alone a slightly more common half elf. Due to history and legend, elves are viewed with a certain amount of distrust and even fear, using elf more as a curse word than a racial epitaph. Any full blooded elves who have found themselves in the Haunted Highlands must have come to the region by way of their kingdom on the Isle of Dennyier, looking as always for the secret to the disappearance of the elves of Amyan Jymoon. Elves lean towards being druids, rangers, fighters, knights, wizards, illusionists, and bards.

HALF ELVES: These are typically thought to be "true elves" by the natives of the Haunted Highlands, as most Half Elves of the region are the progeny of the residents of Amyan Jymoon and the folk of the highlands. Most dwell in traveling bands now, or in cities such as Dro Mandras, Eskadia, Mantua and Port Irusa.

Half elves tend to work at being wizards, rangers, mercenaries, bards, and thieves.

HALFLINGS: Halflings are of two racial branches. The more common branch is the Gilby branch, born of Gilby Hall. The second branch is the Broad Toe branch which occupies a great position of power in Eskadia.

Halflings of the Gilby branch tend to make their living as rangers, clerics, wizards, and fighting folk. The Gilby branch are more agrarian in nature and have a close affinity to nature and the land. They are brave, and generally honest, and tend to keep to themselves. That said they are respected and admired by the folk of the Duchy, and have earned the thanks and respect of the Duke on more than one occasion.

Halflings of the Broad Toe Branch tend towards being rogues, assassins, mercenaries, and powerful merchants. The Broad-Toe halflings are said to owe their origins to foreign lands across the Vestlig Sea. Broad-Toes have a love of fine clothes, fine shoes, and fine dining in the most exclusive restaurants. They are most comfortable in bustling urban settings where their cunning nature sees them operating as equals and in many occasions superiors to humans and other races that they interact with due to their willingness to get their hands dirty.

GNOMES: Gnomes are seldom seen by the surface dwellers of the Haunted Highlands, especially outside of Eskadia where they are reputed as usurers and gemologists. As such little is known of their kind and they are viewed with the same trepidation as pure blooded elves. That said the gnomes who dwell in the hidden corners of the land are skilled fighting men, curio collectors, and masters of illusion and arcane magic.

DWARVES: Archtypal as their deity, the dwarves of the highlands are mostly descended from mountain stock. The majority of them are refugees from the various purges of Fanderburg and refuse to speak of their homeland and as often as not refuse to interact with other dwarves who have also been exiled from the kingdom. Dwarves are excellent warriors, often serving as officers in the dukes' militia, or as mercenaries. They are also known to practice as clerics, and occasionally wizards, though the sturdy folk are capable in any chosen vocation.

RUHKS: These orc-kin are somewhat larger and smarter than common orcs, though not necessarily as intelligent as a true half-orc. They are violent bloodthirsty beasts whose intent in most cases is murder with the maximum amount of brutal violence as to display their superiority to lesser orcs, goblins, and their like. They dislike and tend to ignore better trained hobgoblins and tend to despise half orcs whole cloth, in spite of the fact that in most cases one or more half orcs may be their sire.

Ruhks tend to be barbaric in nature, though those who can be trained in battle excel as soldiers and mercenaries. The rare ultra-intelligent ruhk can be trained in the arts of magic, or follow the devout path and become a cleric of Gathaak the or God, a demon summoner, a necromancer or worse.

ORCS: Smelly, stupid, pig eyed and foul tempered, orcs are typical ingrates bred for war and little else. Their lives tend to be short and meaningless, ending in a splash of blood and entrails. Orcs who have more wits about them, greater strength, agility and fortitude as often as not perform their lives as barbaric warriors. Others can be trained, beaten , and intimidated enough that are welded into a fighting force of some renown. Such is the horde of Yorgach.

GOBLINS: Small, wily and far more intelligent than their appearance dictates, goblins are quick witted rogues who may stab you in the back as soon as look at you. Others have a deeper understanding of the arcane arts and have been known to study druidic, divine, and arcane magic, heightening their power to untold levels. Goblins are also keen alchemists and have developed their own deadly experiments, used to great success in Yorgach's conquests.

HOBGOBLINS: Smart, cruel, combative. Hobgoblins are all of these things in excess. The hobgoblins of the haunted highlands come from two ethnic lines, the first being a mountainous sort who are believed to rule vast caverns beneath the Ugashtan Highlands and Pieter's Reach Mountains. The other are a more surface oriented race, who dwell as nomads and bandits upon the Northern Steppes. Hobgoblins excel at being warriors, rangers, and warrior priests, worshipping the rulers of the Rings of Hell.

Mercenaries, Cults, and Guilds

THE BACK ALLEY GANG

A gang of thieves and art collectors reputed to operate out of Dro Mandras and the Port of Irusa. The gang has allies amongst the Slings in Eskadia, and alleged ties to the Mantua Nostra, an alleged smuggling outfit on the west coast. Little is known of the back alley gang lest to say if someone were to "get away" with a burglary anywhere south of Dirty Bowbe's Roadhouse, it is highly likely that there will be a visit from a member of the Back Alley Gang in that individuals future.

MERCENARY BANDS

Mercenary bands from as far of as Melia or Pashtush sometimes make their way into the highlands, seeking service in the employ of the Princes of Eskadia, the governor of Mantua, or the Duke himself. Mercenary bands are expected to present themselves to the nearest local authority, be he prince or duke and apply for a writ to operate within the confines of the local government. Any mercenary band who refuses to apply for their writ are assumed to be infiltrators or invaders and are dealt with accordingly.

JUMA'S JACKALS

This mercenary band currently stationed in West Dro Mandras is comprised of fighters from neighboring nations as well as those from across the sea. They follow Juma Dark, the founder of the band whose mother was a Jironian warrior priestess of the Great Khan. The jackals are neutral in most affairs though they have thus far proven loyal to their pay and fought bravely when faced with Yorgach's hosts, especially during the ongoing battle of Dro Mandras. The Jackals accept any bladesmen into their company, so long as they own a sword and know how to wield it. Their code of conduct is tenuous at best, consisting mostly of "Don't cross a brother and don't cross Juma."

LEGION OF SWORDS

The Legion of Swords is currently headquartered in Eskadia though it has served on the island of Melia, the Northern Steppes, throughout the Duchy of Karbosk, Rhodensia, and as caravan guards along the dangerous pass of Pashtush.

Currently they are employed as a de-facto city guard and prison guard in the Free City of Eskadia where Captain Archer and Captain Donalbrey vie with one another for overall control of the band. The legion is known for its ethos of working till the job is done and paying honest loyalty to the coin which was paid. In recent years the legion received a black eye when a former Colonel Montcalm betrayed this oath, allowing a company of men under his command and civilians under his guard to be slaughtered by orcs and ruhks along the Great Wall of Elthrum in far off Pashtush for money. Despite this massacre and its backlash the company has retained a reputation as a premier, if expensive mercenary group.

CIRCLE OF THE GREEN MAN

The Circle of the Green Man is a coven of Ugasthtan druids, half elves, and ancient wood elves who follow the teachings of the Green Man and his primal association with nature. They are benevolent in their healing of haunted woodlands, and the predation caused by humanoids, unnatural beasts and the like, though they have been known to run into conflict with Karboskian farmers who fail to follow implicit rules on the protection of the Duchies natural resources. As death is part of nature, they have no compunction over sacrificing prisoners and those who have done harm to nature upon the altar of the Green Man.

WITCHES OF THE FLYBITE FEN

These evil aligned druids are the antithesis of the Druids of the Circle of the Green Man. Working in conjunction with Hags… or perhaps working to become Hags themselves, these witches are followers of Jokashka, and have been known to call upon the powers of the Rings of Hell and the demons of the Nether. It is believed that the Witches of the Flybite have all but enslaved the local lizard folk population through charm and sorcery. The witches seem neutral to the affairs of the Duchy. It is unknown what their purposes are within the Flybite Fens.

APPRENTICES OF NESTURON

Nesturon is a renowned archmage who has long dwelt in the Haunted Highlands, where he administers a school of wizardry and illusion at his tower. The majority of apprentice wizards and war wizards of the duchy are trained at the tower of Nesturon, which is purported to also contain a vast library where wizard approved by the masters of the tower may learn spells if they have the right amount of coin or are willing to quest for ingredients and spell components from the grand apprentices of the arch mage.

Graduates of the school begin their careers at the lowest rank of wizardry or illusion, though are always welcome to come back and take further studies or access the library. Acceptance into the school typically involves some form of magical test, be it an illusory training in magical combat, or evidence of the ability to wield arcane forces, and of course a mathematics exam.

WAR WIZARDS OF KARBOSK

Wizards who focus on combat magic, that have achieved at least the 3rd sphere of mysteries may apply with Ixium, court wizard of the Duke of Karbosk. If deemed worthy they can expect 20 gp per month for no less than one year and a duty roster whose of jobs are assigned at the whim of Ixium. Typically the War Wizard is assigned to a squad of elite Karboskian troops, or given duty along the walls and towers of Castle Karbosk. War Wizards of Karbosk are given access to a limited supply of devastating combat spells by Ixium, and may earn access to others by achieving quests on behalf of their master.

KNIVES OF SHAMBERE

The Knives of Shambere are a secret league of assassins whose home base is kept so secret that to mention the name of it aloud is the equivalent of begging for death. Assassins seeking entry must be confirmed killer, and a devout worshipper of the lady of shadows. The Knives of Shambere are differentiated from the Chosen of Shambere in their more arcane abilities, and deeper affinity to the powers of the shadow court. Knives of Shambere actually seek to become a part of the shadow and by extension a part of the shadow queen, whereas the Chosen follow strict guidelines of the murderers trade.

CHOSEN OF SHAMBERE

More traditional assassins than the Knives of Shambere, the Chosen of Shambere have a level of sophistication that differs from eastern assassins cults in that the assassination is intended to be a public spectacle where the mark is murdered with gusto in front of witnesses as the assassin deftly slips away.

PAMMAKONI

Renowned athletes who fight in a brutal unarmed combat style involving grapples, holds, and brutal strikes, the Pammakoni are warriors of law, who follow the teachings of Taxus the Pillar and seek to make their bodies as strong as the great pillar which represents the god himself. Pammakoni are most commonly encountered in Rhodensia and Pashtush, or at their gymnasium in Dro Mandras.

ATAXIAN BOXERS

Ataxian boxers are nihilists and anarchists who train in the use of drugs, alcohol, and found items to destroy opponents with kicks, punches, crockery, bottles, rakes, knives, and bricks if necessary to do the job. Ataxians in the highlands spent the majority of their time drinking and fighting by the dockside of Port Irusa before its collapse. Now they are found near water fronts as far off as Eskadia and Mantua, or as near as Prince Bermillians fishing villages and the lake ports of Rhodensia.

THE HOLY ORDERS OF VANIUM

Vanium, the god of Law and Good is has a citadel in the city of Dro Mandras where representatives of the various orders are besieged by the armies of Yorgach.

THE HOLY ORDER OF ST. DUBREND THE FAITHFUL

This knightly order are known to swear themselves as defenders of goodly folk, assigning themselves to guard caravans of pilgrims heading to holy sites, volunteering to destroy undead menaces, traveling great lengths to lift sieges, or assist the besieged in any manner they may find. Members of this order like other orders have unique taboos that are part and parcel of their order.

THE HOLY ORDER OF ST. ALWYNDRA THE VALIANT

The militant order of the paladins of Vanium, they are often assigned to companies of knights and cavalry, bringing the brilliant light of the Lord of Good against the unholy forces of demons, devils, and other fiends of darkness and evil. The orders of St. Alwyndra are as comfortable in the seat as any knight of arms, though they lack some of the military discipline of the knights they ride with, this is more than made up for in passion and purity of cause.

THE PIOUS BROTHERHOOD OF ST. ELIJAN THE HUMBLE

This beggar order is known for its homespun clothing, and their unwillingness to carry coin for themselves. They are thin, their hair often unkempt from a life on the road, and their beards long. In spite of their appearance they exude an aura of humble strength that comforts the sick, and brings succor to the starving.

KNIGHTS OF KARBOSK

These knights serve as the backbone of the Duke's army. They are expected to be the living embodiment of the Duke's benevolent rule and honorable court. Knights are expected to quest for at least four weeks in every ten to keep their skills up, spreading the honor of the Duke, and patrolling its marches against incursions of enemies. During these times knights often band together with others who serve under the same baronet or lord, though some few choose to ride alone. Knights are not above a joust with other knights of the realm for bragging rights, and sport and may issue friendly challenge when they see others of the Duchy bearing colors of the Duke and their allied baron.

KNIGHT ERRANTS

These are often foreign knights who have come by sea from Melia or Zarga, Eskadia, or even Pashtush seeking fortune and glory upon the Haunted Highlands. Others seek employ in the court of the Duke, hoping in turn to gain their own homestead, or perhaps a village deed of their own. Still others are black knights, who seek only to slay other knights for their own amusement. These wicked knight errants set pavilions along well traveled roads hoping to trap young passers-bye in a predetermined grievance, so that they may slay them and plunder their goods. Beware the lone pavilion that does not fly the banner of Karbosk from its lodge pole!

RODENSIAN RED LANCERS

These knights hail from Rhodensia and are among its most ancient orders of knighthood. They have no love for Karboskian Knights, and attempt to slay them on sight as a matter of honor, ignoring any other enemies in their attempts to do so. It is surmised that certain black knights who have plagued the Duchy were in fact Red Lancers who have come to have sport upon the young knights in the service of the Duke.

KARBOSKIAN HUNTSMEN

These huntsmen serve as sheriffs and gamekeepers of the dukes lands. They bring in a villages allottemnt of fresh game on a monthly basis, and see that no wicked beast crawls from the Troll Bramble or Cursed Woods to cause harm to Karbosks's citizens.

THE GREY LORDS

Whispered only in rumor, the Grey Lords are a foreign born cult of Nartarus, god of the undead. It is believed that their arrival on the shores of the Haunted Highlands can only mean a power struggle in the church of the unholy one between the Grey Lords and the Cult of Night over which will eventually launch the Apocalypse of Nartarus and bring undeath to the world.

CULT OF NIGHT

A cult of worshippers of Nartarus headquartered in Eskadia. The cult does little to hide its presence in the city as the rulers of Eskadia consider their presence to be "just one more thing" to add to their litany of troubles. They assume on the plus side that the Cult of Night plays its part in keeping corpses off of the streets.

THE MIDDLEMEN

This foreign born group of halfling businessmen and entrepreneurs control a great deal of international trade through lucrative warehousing and shipping ventures in Eskadia. They are tough and shrewd businessmen who are not above using some violence to get what they want.

PIRATES OF UMBREGO COVE

The pirates of Umbrego Cove are a loose confederation of pirates, headquartered on a hidden isle somewhere in the Western Sea. Umbrego Cove has long been sought by Navies of Karbosk, Melia, Zarga, and Rhodensia in turn, though none has successfully located the elusive fortress. The pirates originate from all races and nations, and follow their own bizarre code. It is believed that the Pirates pay some small homage to Forthonus, lord of the Seas, but have also bartered their souls to the Fiends of the Rings of Hell. Whether this is true or not is ultimately unknown to outsiders to their brotherhood.

DEITIES AND FIENDS OF THE HIGHLANDS AND BEYOND

This section describes the pantheon of Deities worshipped in Karbosk and its surrounding locales for the first time in print. Although available for free download for a few years, it has been requested on numerous occasions that they make it into a print product. It was felt that since it is expected that the players understand and know more about their particular deity, that the best place to include the material was here, in the Haunted Highlands Gazetteer.

DEITIES

The deities of the Karboskian Marches and its environs have been known to take a semi-active roll in the lives of their followers, manifesting themselves in statues, storms, and natural events or speaking directly to their most faithful paladins, villains and high priests. Such manifestations are awe and often terror inspiring to the folk of the marches, so they should be kept to a minimum so as not to overthrow the order of a CK's campaign. Likewise nothing says "take this quest" more than the deity of a PCs faith visiting a vision or powerful sign upon them.

TAXUS THE PILLAR

ALIGNMENT: Lawful Neutral

SYMBOL: Pillar of the Heavens

GARB: Grey Toga or Athletic Gear

FAVORED WEAPONS: Javelin

FORM OF WORSHIP AND HOLIDAYS: The Games of Taxus represent the best in sportsmanship and by the book play. They are held annually during summer months often marked with unusually calm weather. The games last two weeks and are held in nearly every country and every clime, though the variety of games and events changes to reflect the local flavor.

A winter holiday marking the worship of Taxus is referred to as the Writ of Judgement. This holiday begins on the winter solstice when many other deities hold their holidays. The Writ of Judgement is a time to reflect upon the mistakes of the past and to pray for the dead and the condemned that they find themselves on the right side of the law in their afterlife.

TYPICAL WORSHIPPERS: Athletes, Lawyers, Judges, Monks, Guards and Nobles.

Taxus is worshipped by many as the god of law. He is represented as the Pillar of the Heavens where his strength holds fast against the chaos and discord of the universe. The pillar actually spells out all known laws. As Taxus is the Pillar, he is also the Divine embodiment of Law itself. The priesthood of Taxus seeks to emulate their god through the use of Taxus's divine blessing and have erected temples throughout many lands which include incomplete copies of the Pillar of the Heavens. These copies may be found in town squares and in the center of temples to Taxus. Clerics of Taxus frequently make pilgrimages to various temples of Taxus, to learn new laws that help further their understanding of the nature of Taxus's divine wisdom. As Taxus is also the patron of athletics and fair play, his clerics work as hard on their bodies as they do on their ecclesiastical studies. Most clerics of Taxus choose Physical as one of their attributes.



DESCRIPTION

Taxus is universally adopted by Judges, Magistrates, Lawyers and Athletes as their favored deity. In events where close attention to rules and law is concerned, clerics of Taxus are called upon to referee or arbitrate based on their lengthy study of the tenants put forth upon the Pillar.

Taxus appears to his followers as a man of perfect physical attributes with glowing blue eyes and short white hair, dressed in a short toga and sandals. Taxus is the twin of Ataxus the Vortex, and is as different from his twisted brother as day is to night.

ATAXUS

ALIGNMENT: Chaotic Neutral

SYMBOL: Stylized Vortex or Tornado

GARB: Masks featuring faces with twisted or distorted features worn with a motley assortment of ill fitting clothing.

FAVORED WEAPONS: Cat o' Nine Tails

FORM OF WORSHIP AND HOLIDAYS: Followers of Ataxus have no set holidays, instead waiting for random astronomical or natural events to hold a spontaneous celebration in the honor of their deity. These spontaneous celebrations are referred to as Carnival's of Chaos. A Carnival of Chaos could feature any number of activities, from the typical carnival fare



to things of more extreme natures. Such extreme activities may include public drunkenness, self mutilation, the release of dangerous beasts into crowded markets, brawls, riots, and other exercises in civil disobedience and public disturbance.

TYPICAL WORSHIPPERS: Anarchists, madmen, rebels, prisoners, and others who find themselves at odds with authority.

Where Taxus is the embodiment of law in the universe, his twisted twin Ataxus is the antithesis of such lofty ambitions as the rule of law. Ataxus has mutilated and scarred most of his body to resemble whatever mood suits him on any given day. Although highly intelligent his actions range from crude to dangerous and self-destructive behavior suggesting some lingering madness that is beyond the abilities of mere mortals to comprehend.

Ataxus is as likely to ignore the pleas and prayers of his followers as he is to grant them a measure of his powers. Because of this there is 5% chance per rest period that he does not grant any spells.

Ataxus appears to his followers as a man of perfect build, marred with scarification and tattoos. A beautiful mask of fine porcelain covers his face which bears the exact visage of his twin brother Taxus. Not even the Gods may describe the horrors which hide behind the porceline mask however, for all who have seen the true face of Ataxus have been driven to madness. In battles between men and Gods, Ataxus seeks out lawful enemies, be they good or evil. To thwart these opponents, he takes on the form of a vortex to incite storms, spontaneous volcanic eruptions and earthquakes. He makes no distinction between his foes, and often leaves the battlefield as quickly as he arrives.

VANIUM THE FEARLESS

ALIGNMENT: Lawful Good

SYMBOL: Crowned Helm

GARB: Millitary or martial clothing, arms and armor.

FAVORED WEAPONS: Lance, Spear, Longsword

FORM OF WORSHIP AND HOLIDAYS: Vanium's holidays are marked with observances throughout the year of famous battles where the forces of good overcame the forces of evil. His key holiday is in mid spring where offerings are made to fallen soldiers and those who were willing to sacrifice their own life for the greater good of the many.

TYPICAL WORSHIPPERS: Knights, Paladins, goodly clerics, healers, and any who observe the tenants of justice, truth, love, and honor above all else.

DESCRIPTION

Vanium is a universally loved and despised deity, known for his righteousness and compassion. Many of his followers are known for their willingness to give to the poor, heal the sick and care for the weak. As thus many paladins are devoted to the path of justice which Vanium's prepares for them. Vanium is the enemy of all that is evil and the foe of injustice. His sincerity in demanding justice often puts him at odds with Taxus, for justice is not served when a law has no heart behind it.

Vanium appears as a very tall man encased in archaic armor whose hand may hold any weapon he calls forth into it. Vanium is inclined to manifest himself in his statues and temples before the faithful to impart wisdom and advice to his most loyal of worshippers.

KHARZARN THE CRUEL

(Pronounced Car-Zarn)

ALIGNMENT: Lawful Evil

SYMBOL: Shackles and Chains

GARB: Clerics of Kharzarn wear a slave's collar about their neck to show their subjugation to their wicked master.

FAVORED WEAPONS: Scourge, Kukri

FORM OF WORSHIP AND HOLIDAYS: Kharzarn's un-holy days are twisted orgies of pain and suffering, usually administered by the worshipper of Kharzarn opon others. Kharzarn's greatest holidays are celebrated by the sacrifice of hundreds and thousands of slaves in highly stylized and organized rituals. The "Night of Blood" is held on evenings of a lunar eclipse, where the blood of slaves runs the gutters of Kharzarn's cities as slave after slave is slaughtered and butchered before the observance of the deity himself.

The other major holiday of Kharzarn is the Day of Dark Shadows, or a solar eclipse, when slaves of the faithful are crucified and turned to face the sun so that they are blinded by the coronal flare, then immolated as the moon crosses the sky.

TYPICAL WORSHIPPERS: Slavers, Assassins, Evil Rogues and Fighters.

DESCRIPTION

Kharzarn is a foul Deity who takes a direct approach to harvesting souls to further his own power in the deific hierarchy. His followers constantly seek to ensnare and enslave great masses, in order that their sacrifice may fuel the power of the god. His more powerful worshippers are often granted the command of devils to help them commit their fell deeds. Evil mercenaries and ruthless tyrants often pay homage to Kharzarn even if it means wearing some form of chain to denote their allegiance to his deadly path.

Kharzarn appears as a large, stout man with short cropped hair. His eyes are black as pools of pitch and his ears are pointed and hung with many earrings so that his earlobes droop prominently. Kharzarn wears a shirt of bronzed colored chain, each link of which is made from the slaves collar of one who was sacrificed to his unholy being. Unlike most truly evil deities, Kharzarn has no fear whatsoever. He freely wades into conflict with any opponent, lashing out with his shocking scourge and dealing underhanded blows with his black bladed kukri.

GATHAAK

ALIGNMENT: Chaotic Evil

SYMBOL: Severed Head

GARB: Blood stained armor and weapons

FAVORED WEAPONS: Battleaxe, halberd

FORM OF WORSHIP AND HOLIDAYS: The inhuman worshippers of Gathaak celebrate his masses by the slaughter of prisoners, the devouring of their flesh and the drinking of their grog. Temples to Gathaak are usually hidden deep under the ground, where exercises in brutality are common and admired as a sign of strength.

TYPICAL WORSHIPPERS: Goblins, Ogres, Orcs, Trolls, Hobgoblins, Bugbears

DESCRIPTION

Gathaak is an ancient god, a primal god who has no remorse for the slaughters his many children have wrought upon the world. Gathaak is the ultimate representation of mindless slaughter and destruction on a grand scale. His prodigious children spread quickly across most worlds raining fear and death into the hearts of all who oppose his might. Although Gathaak is not alone in his pantheon, it would take the combined might of each of his offspring to offer him even the slightest challenge. Gathaak is frequently tricked by other deities into doing their dirty work.

When manifested upon the field of battle or within his temples, Gathaak appears as a scarred orc the size of an ogre able to wield a halbard as if it were a battleaxe. A pair of great tusks rise from either side of his black toothed maw and his stench has been said to cause legions of knights to wretch into their helmets. Gathaak's blood soaked bone armor is made from the skullcaps of his various foes and anointed with the blood of the innocent.



Gathaak rules a dark wasteland of the Chaotic Nether, overpopulated with the souls of his slaughtered progeny and demon spawned orcs of the wastes.

SOAGOTH

(Pronounced So-A-Goth)

ALIGNMENT: Chaotic Evil

SYMBOL: Waving Tentacle

GARB: Any

FAVORED WEAPONS: Flail

FORM OF WORSHIP AND HOLIDAYS: Random acts of madness and terror.

TYPICAL WORSHIPPERS: Madmen, Evil Wizards or Illusionists, Clerics, and Aberrations

DESCRIPTION

Soagoth has two guises to which it appears to its worshippers. Its first guise is that of a screaming mass of tentacles, and razor toothed mouths. It's second guise is that of a lordly prince with coppery skin and a shaved head. When Soagoth treads upon the earth in this guise, nightmares, fear, and madness break loose within twenty miles of his location. Soagoth may cast any spell at will, preferring the most destructive and insane spells which its twisted mind can muster. Soagoth may give birth to

100 Hd worth of aberrations per day. Its realm is a twisted place of creation and destruction far beyond the stars on the very edge of the universe, where all planes are born and cease to exist in a mind shattering entropic frenzy.

Soagoth attacks with spells, flailing tentacles, and by enveloping its foes into its rubbery, fleshy mass.

THE GREEN MAN

ALIGNMENT: Neutral

SYMBOL: Elk Horned Headband

GARB: Clothing and gear made from naturally found materials

FAVORED WEAPONS: Cudgel

FORM OF WORSHIP AND HOLIDAYS: Equinoxes, solstices and weather.

TYPICAL WORSHIPPERS: Druids, Farmers

DESCRIPTION

The green man is an embodiment of nature whose teachings are followed by druids. His name is known only to druidic Hierophants and is thus not reprinted here. To all others he is merely the green man. The green man appears as a green skinned hill giant sized man of perfect build and stature with a flowing green beard and a mane of forest green hair knotted with thistles and thorns. His eyes shimmer like a summer storm and he may control any weather within 100 miles of his manifestation. The green man concerns himself only with the natural order and balance of things and is dismissed by most of the more territorial deities who see him as an impediment to their conquests of terrestrial and planar domain.

The green man is of the earth, and as such is the only deity who actually dwells upon it, having no plane or demi-plane of his own. The green man considers all planes where natural things grow as his home, the very earth itself is his wife, and he is merely her guardian and protector.

In combat the green man calls down storms and earthquakes, or assaults his enemies with his mighty cudgel, known to slay any non-earthbound creature in a single skull splitting blow. The green man may cast any druidic spell at will and may summon 100hd worth of living creatures (Plant or Animal) per day.

FYTHELE THE FEY QUEEN

(Pronounced Fi-Thee-Lee)

ALIGNMENT: Chaotic Neutral

SYMBOL: A Ring of Flowers

GARB: Diaphanous robes in the shades of flowers

FAVORED WEAPONS: No preference

FORM OF WORSHIP AND HOLIDAYS: First Day of Spring, First Day of Autumn

TYPICAL WORSHIPPERS: Fey Creatures, Elves, Some Gnomes

DESCRIPTION

Fythele is a radiant creature and co-reagent of the Realm of Fey with Prince Thayaleon. The Realm of Fey is a mirror realm to that of mortals, and is a place alive with natural magic, just as Queen Fythele herself is in touch with the very essence of nature and magical forces. She is the dire enemy of Jokashka the Hag Queen, who has ever persisted in twisting the beauty of the fey to her own bitter designs.

Fythele disdains physical combat, preferring to strike dead her foes by revealing her untamed beauty to them. Likewise she is a powerful wielder of magic, capable of casting any spell at will. Ultimately Fythele avoids such violence, preferring to escape away to her impregnable fey kingdom, and leave off the "rough stuff" to other more efficient guardians.

The nearer of the world's two moons is named for the Fey Queen, due to its shimmering radiance. The more kindly though no less wild fey creatures are known to dance beneath the light of its silvery glow.

THAYALEON PRINCE OF ELVES

(Pronounced Thay-A-Leon)

ALIGNMENT: Chaotic Good

SYMBOL: Leaf Shaped Arrowhead

GARB: Varies from stately robes to forest greens.

FAVORED WEAPONS: Longsword, Longbow

FORM OF WORSHIP AND HOLIDAYS: Thayaleon is worshipped through carols and dancing during midsummer nights when the air is cool and the moon is full. Elven lifespan is so long and filled with rituals, ceremonies and commemorations of deed and battle, of victory and heartbreak too numerous to name here.

TYPICAL WORSHIPPERS: Elves, Half Elves, some Halflings and Fey.



A pro-generator of the elven race, Thayaleon rules as a living god, sometimes dwelling amongst his beloved children and other times ruling affairs from his mahogany palace in the heart of the Realm of Fey.

Thayaleon appears as a lordly elf with skin that gleams with many shades of gold, dressed in the softest of silks and leathers. Thayaleon bears a great bow which only he can draw, made from the antlers of a white stag and a bough from the tree of life which may strike unerringly any target which he can see with his divine sight. Tyayaleon is no coward however, and wields his gleaming longsword and the forces of magic as skillfully as his deadly accurate bow.

KRANNOUGH, EVERLASTING LORD UNDER EARTH

(Pronounced Cran-Ock)

ALIGNMENT: Neutral

SYMBOL: A Jagged Mountain Peak in the Center of a Steel Coin

GARB: Materials made from ore.

FAVORED WEAPONS: Warhammer

FORM OF WORSHIP AND HOLIDAYS: Followers of Krannough celebrate his victories during earthquakes, volcanic eruptions and any time the earth proves its dominance over the creatures who dwell upon it or under it. Sacrifices are offered to Krannogh in the form of finely crafted items of metal and stone, destroyed under hammer or cast into lava.

TYPICAL WORSHIPPERS: Dwarves, Gnomes, some Elementals

Krannough is the chief deity of the dwarves, and is frequently worshipped by gnomes and other beings with an affinity to earth, stone and metal. He is known to manifest himself in perfectly carved statues within his subterranean temples. Krannough is a harsh deity, known for his stubborn-ness and greed. For at the coming of the gods, he saw that all the wealth which would fill the hearts of others with desire, be buried in his realm.

As overlord of the earthly elements, he has dominion over things brought out of it and crafted from it, thus he has a special interest in all things made from metal and stone. His dominion is constantly challenged by the creatures which dwell in the dark deep places, and his folk wage constant warfare against the spoor of Gathaak.

Krannogh appears to his followers as a stone skinned dwarf of exceptional breadth and might, cased in a coat of the hardest mail. Krannogh can take no damage while his feet touch the ground. His hammer is known to strike great fissures into the earth opening new ore deposits for his progeny to plunder. Entire cities of humans and monsters have been buried under the volcanic ash of Krannogh's fury.

JOKASHKA THE HAG QUEEN

ALIGNMENT: Neutral Evil

SYMBOL: Clawed hand engraved upon a stylized cauldron

GARB: Robes of ratty black.

FAVORED WEAPONS: Scythe

FORM OF WORSHIP AND HOLIDAYS: Full moons, All Hallows Eve

TYPICAL WORSHIPPERS: Trolls, Witches, Hags, Harpies, Female Giants, Evil Fey, Some Dark Elves, Scorned Women.

DESCRIPTION

Jokashka the hag queen resembles nothing less than a loose leather sack stretched over twisted and knotted bones. Her face is a fright of hooked, warty nose, shark like teeth, and deep set glittering black eyes. At least that's the guise she most frequently presents herself in. She is also known to appear as a dark and beautiful twin of Fythele, known to seduce both men and women alike with her stygian radiance, only to reveal her true form at the moment she devours their soul.

Jokashka is the goddess of nightmares and bed time stories. Tales of her evil are whispered into the ears of children in order to make them mind, lest Jokashka come to steal them away and grind their bones for her bread. Jokashka resides in Darkalfheim and has a wriggling citadel of tortured flesh there, surrounded by a walls of poisonous thorns and gates made from the bones of children. At will she may make her fortress appear as if it were made completely of candies, cakes and sweets. She is considered to be the mother of hags and patron of witches.

Jokashka assaults her foes through nightmarish dreams and magic, but is known to lay her coup de grace upon her enemies with her wickedly serrated scythe.

BOWBE

(Pronounced Bawb)

ALIGNMENT: Chaotic Neutral

SYMBOL: Crossed Sword and Hammer of Bowbe

GARB: Furs, skins and pelts over battle armor

FAVORED WEAPONS: Greatsword, Warhammer

FORM OF WORSHIP AND HOLIDAYS: Curses and vulgar language in the name of Bowbe, destruction of sworn foes.

TYPICAL WORSHIPPERS: Barbarians, raiders, reavers and plunderers.

DESCRIPTION

Bowbe is the embodiment of a barbarians rage and wrath. Appearing to mortals as a seven foot tall barbarian dressed in the Pelt of Urson the Great Bear, whom he can summon to his side by tossing the pelt to the ground and calling forth its name. Bowbe bears the greatsword Bm'fob in one hand and warhammer Wytch-Killer in the other.

Bowbe revels in war and the slaughter of his foes. His battles against giants are as legendary as his outspoken hatred for the undead, arcanists, lawyers, guardsmen, and generally all civilized authority figures of any sort.

Worshippers of Bowbe are known for the irreverence in which they use their deities name, for Bowbe is a deity who only answers the prayers of those that use his name in vain. Thus it is not uncommon to hear berserkers cursing their God for his indifference as readily as they curse their foes for their existence. Bowbe only grants the raising of one of his followers 50% of the time and then only to complete a blood feud or sworn oath of vengeance. Bowbe grants no healing spells to his clerics beyond the 4th level of power.

SHAMBERE

(Pronounced Sham-beer)

ALIGNMENT: Neutral Evil

SYMBOL: Crossed Daggers Over a Black Gemstone

GARB: Facemask

FAVORED WEAPONS: Dagger, Shortsword

FORM OF WORSHIP AND HOLIDAYS: Drunken feasts following a successful heist or murder.

TYPICAL WORSHIPPERS: Assassins, Rogues, Evil Illustionists

Shambere is the god of thieves and professional contract killers. Greedy and selfish, Shambere is distrusted by most of the gods, but used by few who need his skills in order to achieve their own goals. Shambere appears as a slight man or women dressed all in black bearing wickedly curved knives and shortswords. Shambere can shape any shadow and step through shadows as if they were doorways.

Rogues and assassins who venerate Shambere are known to sacrifice 5-10% of their ill gotten gains to the deity in order to retain his favor. Shambere is known to break the luck of followers who refuse such sacrifice, causing important tasks to automatically fail.

Shambere never faces foes in open combat, preferring to ambush them and slay them instantly through stealth and careful planning.

TOKALIDIN THE ALL KNOWING, GOD OF MAGIC

ALIGNMENT: Lawful Neutral

SYMBOL: Staff affixed with a golden pyramid.

GARB: Sage or scholarly robes

FAVORED WEAPONS: Staff

FORM OF WORSHIP AND HOLIDAYS: Astrological phenomenon, such as comets, meteor showers or the alignment of celestial bodies.

TYPICAL WORSHIPPERS: Sages, Scribes, Wizards and Illustionists.

It is said that Tokalidin is the master of all spells and keeper of all knowledge. Tokalidin appears as a stately looking elderly gentleman with a bald head and long beard of black shot with



silver. Worship of Tokalidin takes place in Towers of Maji and anywhere where folk seek arcane knowledge.

Tokalidin concerns himself with little other than the laws of magic and the bending it to his uses and designs. He may cast any spell at will. His staff, Harngragle acts as a staff of the magi and may break any enchantment and reflect any magic cast against him back upon its caster.

NARTARUS, DEMI-GOD OF THE WALKING DEAD

ALIGNMENT: Neutral Evil

SYMBOL: A Rod of Bones

GARB: Basic Black

FAVORED WEAPONS: Mace or Staff

FORM OF WORSHIP AND HOLIDAYS: Funerals, Internment of the Dead

TYPICAL WORSHIPPERS: Necromancers, evil priests

Natarus is a pale demi-god. He appears to his followers most frequently in the guise of a cruel faced angel made of fluid molten lead whose long feathered wings drip a poisonous ichor. There are some that claim he is no deity at all but truly is one of the Fiends of Hell or the Nether itself. He bears the Scepter of Death in his left hand. This rod is made from the bones of the first fallen mortal to be claimed by the underworld. Natarus is in league with both Arch Devils and Demon Lords, seeing

that souls are delivered to them intact in exchange for certain loyalties on their end. His priests are known to haunt graveyards and charnel houses, seeking to re-animate the dead to go forth and collect more souls for the nether-realms.

Natarus may cast any necromantic spell at will and may summon 100 Hd worth of undead to his side at a moments notice. Any being struck with the Scepter of Death rises in the following round as a vampire, ghost, or in the case of spell casters of sufficient power… a lich cursed to do the bidding of their cruel slayer.

RAICHEE THE RAT KING

(Pronounced Ray-I-Key)

ALIGNMENT: Neutral Evil

SYMBOL: Rat

GARB: Any

FAVORED WEAPONS: Shortsword, Whip

FORM OF WORSHIP AND HOLIDAYS: Raichee is worshipped on moonless nights and during plagues caused by his billions of progeny, when even non worshippers offer him sacrifice to remove his blight upon the land. The only known holiday is called the Ides of the Rat King, when rat trappers take a day off from their job and folk keep their cats indoors. The holiday always takes place during the first floods of spring when the waters chase rats from sewer and cave.

TYPICAL WORSHIPPERS: Were-rats, evil wizards, madmen, those who live amongst filth and vermin.

Raichee appears as an enormous thin, vaguely humanoid rat with mangy hair crawling with fleas and a thick rubbery pink tail. Raichee's eyes are glittering black but glow red in the presence of light. His teeth are razor sharp and easily the size of a steel shield and glisten a sickly bone white from his constant gnawing on the bones of sacrifices.

Temples to Raichee are commonly well hidden deep within the sewers of cities great and small.

FORTHONUS, LORD OF THE SEAS

ALIGNMENT: Chaotic Neutral

SYMBOL: Spiral Wave, Dolphin

GARB: Seafarer's garb.

FAVVORED WEAPONS: Net

FORM OF WORSHIP AND HOLIDAYS: Sacrifice of gold and blood before hurricanes, fruit and wine at high tide or choppy seas.

TYPICAL WORSHIPPERS: Seafarers, Sailors, Buccaneers, Fishermen, and adventurers.

Forthonus, Lord of the Seas is as chaotic and immensely powerful as the storms that blow up upon his waters. More primal and elemental than most deities, it is unknown if he is a true god in the sense that common folk understand them, or if he is an immortal elemental of unbridled power. The fact that he cares about worshippers at all lends credence to the former rather than the latter.

Forthonus most often manifests as a great water elemental, though he has been known to take the guise of sailor and merman alike, as well as the occasional seafaring bird. His facets and faces are as many as the colors of the sea itself, as are his passions and lusts. When his blood boils too hot there comes death and destruction. When it runs too cold one finds ice and rigidity.

Clerics of Forthonus are only granted spells when actually at sea, or in some manner touching the waters of the sea unimpeded by pier or unnatural form of communion. For this reason

the temples of Forthonus are as often as not guarded by monks who seek the wisdom of the sea as their martial arts form.

THE KHAN

ALIGNMENT: Neutral (Evil)

SYMBOL: Vulture Handled Falchion

GARB: Armor and Accoutrements of War

FAVORED WEAPONS: Falchion

FORM OF WORSHIP AND HOLIDAYS:

TYPICAL WORSHIPPERS: Mercenaries, Ruthless Generals, Military Dictators.

It is surmised that the Khan was once a great mortal general and conqueror whose audacity and keen planning eventually placed him upon his own throne amongst the gods. It is uncertain as to the fact of this, but it is known that the Khan draws worshippers from professional soldiers and mercenaries alike.

Worship of the Khan is more widespread in Jiran, Tsutsin, and Pashtush. It is from the plains of Tsutsin that his worship is said to have originated.

Although it is not believed that the Khan is intrinsically evil, it is understood that those who venerate his holy teachings, more often than not see war as a means that justify the end. His teachings are interpreted to understand that the cruel slaughter of an entire village may so horrify a foe that he may surrender, thus preventing further bloodshed. This rather cold approach has its appeal to some, as it presumes there is no sin in waging war, save the sin of failure and defeat.

The Khan is often portrayed as a powerfully built man in blood red armor astride a black stallion, bearing a flaming falchion of gleaming gold. The Khan may command any carrion bird or bird of prey at will.

The Khan is typically seen as an opponent of Vanium. It is noted in recent sagas however that the two have fought side by side on occassion against mutual foes, such as Gathaak, Jokaska, and Soagoth.

KYULASHEDRAC

(Pronounced Koola-she-Drack)

ALIGNMENT: Neutral Evil

SYMBOL: Dragon

GARB: Robes of silk embroidered with dragons.

FAVORED WEAPONS: Halberd with a blade fashioned after a stylized dragon head.

FORM OF WORSHIP AND HOLIDAYS: Dragon cults worship the dragon queen on the hottest day of the year (Mid August) and coldest day of the year (Mid January) with festivals including fireworks, burnt offerings and virgin sacrifice.

TYPICAL WORSHIPPERS: Evil Dragons, Evil Reptilians, Kobolds

Kyulashedrac appears as a gargantuan dragon with a long snakelike neck and a back and tail covered in wicked barbs. Her eyes glitter like molten gold and her mouth is a furnace powerful enough to melt even the hardest of metals. Known to be the grandmother of dragons, her hellish abode is a deep pit in the nether world guarded by several of the most ancient and evil of her brood. Her scales are harder than any known substance and are said to reflect in them the colors of each of her spawn depending on the light they are viewed in. Greedy beyond the reckoning of even the other gods, they say that Kyulashedrac's treasure trove is the largest of any of the gods.

In combat Kyulashedrac may use the breath weapon of any dragon at will, this breath weapon deals maximum damage and has four times the standard range and size. Kyulashedrac's claws can slash lesser beings to ribbons and her mammoth maw can devour lesser creatures whole.

ARCH FIENDS

The Four And Seven

The four and seven are other powers of the cosmos that are not quite gods, and are more appropriately deemed fiends, demons, or devils. Respectively they represent the Four Harbingers of Destruction who dwell within the Nether, and the Seven Princes (or princesses) of Hell who hold court there and constantly vie for its ultimate control.

The Four and Seven alternately ally with one another or fight each other incessantly. Individually none of the Four and Seven are as powerful as a true deity, and all must constantly fight to maintain their own power. When taken as a whole, it is believed that they hold the keys to the destruction of the known planes of existence. It is thought that their goal is to draw the mortal realms into their own hellish fiefdoms, or annihilate them completely with exposure to the nether.

Unlike the gods, the four and seven do not specifically grant clerical spells. Instead they grant powers and spell like abilities or wishes in exchange for portions of their followers' souls'. The powers granted are of course reflective of their own powers and abilities and are granted proportionally to the amount of soul traded in the unholy bargain.

The Four

The Four Harbingers of Destruction are thoroughly chaotic entities, filled with rage and hatred for mortal souls. It is believed that when their might were ever combined they wouldhave the power to destroy entire planes of existence.

NAVOLKA THE PLAGUE BRINGER

Navolka takes the appearance of a Cyclopean gnat, flea or fly, though like other fiendish entities his size is relative, as fiends are not necessarily made up of the same matter that comprises mortal reality. Navolka poisons entire cities with disease and plague, and has been known to destroy entire civilizations who were unable to drive him off, or appease him with sacrifice. His symbol is a fly trapped in amber and his worshippers call to him with the sound of incessant buzzing.

Navolka's children are Verlangu and Famitha.

Verlangu is the Father of Pestilence who seems always at the forefront of any plague, withering the crops in the fields, or devouring them whole as he takes the form of a swarm of locusts. His sister Famitha follows closely behind, she appears as a swollen bellied child, with hollow eyes, a mouth full of broken teeth and swollen tongue. Her long spindly arms ending in razor sharp claws.

DISCORDO THE DEMON OF STRIFE

Discordo takes many forms, though his favorite appears to be a wolf faced humanoid dressed in the robes of a dignitary or advisor. His barks and howls spread fear, while his guttural growls can be heard by rulers and kings as instructions that lead their cultures to damnation. Discordo's presence turns friends to foes and drives enemies and rivals to acts of murder and genocide. Discordo commands legions of Disluuthi, demons summoned into the mortal realms to spread despair and terror.

Discordo's herald is Xibal, a devil who once commanded legions of angels before betraying them to Discordo, culminating in Xibal's ultimate fall. Xibal, like other devils has the charred black wings of a crow and horns sprouting from his handsome brow. Xibal bears a two bitted axe.

KESHIMASH, LORD OF SLAUGHTER

Keshimash embodies the most murderous emotions of mortals as is reflected in his form. Keshimash appears as a shark headed dragon like beast whose every spine, spike, claw, and hook appear destined to end a life. Keshimash brings gruesome death wherever he goes, with much of the destruction offered up personally. The beasts of Keshimash's legions are called the Kesemii. The Kesemii all bear the faces of wild beasts such as heyenas, jackals, wolves, crocodiles, insects, and carnivorous fish.

MALHATER THE DESTROYER

Malhater is the demon lord of death and destruction. His form constantly shifts and changes, but is most commonly carries the shape of a cyclopean humanoid with bat-like wings. Malhater's body is covered in hooked tentacles. His head is depicted with a tusked snout that resembles a cross between a warthog and a lion. His lower body dissolves into the serpent like form of a giant constrictor snake before ending in complete nothingness.

Malhater represents the epitome of mindless destruction. Malhater's entire layer of the Abyssal Nether is a destructive maelstrom constantly devouring the new realms brought to the nether by Malhater's conquests. Malhater's arrival signifies the end of all things. Malhater is feared both by the three of four, as well as the rulers of Hell, and even the combined might of the gods. Fortunately Malhater is so completely devoid of plan, design, or organized function that the demon merely focuses on the destruction of those things which are thrust upon his consciousness, or that Malhater encounters by accident.

THE SEVEN

The Seven represent the Seven Princes (and Princesses) of Hell. Each is analogous to a deadly sin, guaranteed to damn a mortal soul unless penance and forgiveness is somehow found. Such sins are universally known throughout the planes of existence.

AGANAKTES, LORD OF WRATH

The Demon Aganaktes, is centaur like in appearance. He has the upper body of a four armed, horned ape, with the lower body of a bull. He bears the four cleavers of "Hatred" and commands legions of Ragok demons who course out of his fortress, bringing destruction and chaos wherever they go. Aganaktes represents the Wrath of indignation, hate, and vengeance. Those who take the law into their own hands such as vigilantes, mobs, and those seeking punishment without a full picture of the facts are those most tempted by the powers of Aganaktes.

Aganaktes's Rings of Hell are filled with constant battle where souls tear one another apart and repeat the process over and over again. Here the strongest and most wicked who prove themselves to Aganaktes are brought up to fill the legions of Ragoks, the weakest eventually meld into the landscape of pain which Aganaktes shapes. It is said that none may enter the realm of Aganaktes without being filled with warlike rage and hatred for the living and the dead alike.

PRINCESS INVESS, LADY OF ENVY

Invess is a horror to behold, a fallen angel, with charred black wings, she appears as a waif of a girl far too thin and bony to survive. Her eyes are pits of darkest black and her face is covered with stitched scars. Invess loves nothing more than to seek out the vainest and most shallow of mortal females and peel their face from their body, stitching the beauty she finds onto her own hideous countenance. Invess carries a straight razor called "Irony", which she uses to punish her prey. Invess's realm serves to punish the vain and beautiful who carelessly flaunt their charms to the damage of others.

These mutilated beauties walk her realm, moaning and wailing, forced to carry a heavy mirror with which to examine their destroyed visage. Her Rings of Hell themselves represent a landscape of broken dreams and ruined beauty, a reflection of their mistress wickedness and sorrow.

PONZAR AVARTIA THE BANKER, LORD OF GREED

Ponzar Avartia the miser is fascinated with wealth, and among all of the princes and princesses of Hell, possess possibly the most souls, though to be honest who can say that the weight of a banker's soul is equivalent to even the weight of one piece of justly earned gold?

Ponzar Avartia is a fallen angel whose sin was to question why one would have to wait for paradise in the afterlife, when all souls seemed to be clamoring to experience the so called "joys of life" and "fruits of labor" known only to living mortals. Ponzar now buys, sells, markets, gambles, and trades souls to other demons and devils who need such tainted spirits to heal their wounds or increase their powers.

Ponzar appears as a thick set elderly humanoid with the burnt black wings of the other fallen angels. His eyes are glittering wells of black, and horns protrude from his balding pate. Necklaces of precious metals hang below his numerous chins. Ponzar's fingers drip with jeweled rings, and he carries a diamond crusted scepter called "Avarice" as well as a knife called "Covetous" that has never struck a foe in the front. Ponzar Avartia's presence insights greed in mortals, to the extent that they may rob, plunder, and steal anything that is not hammered down. Ponzar is the patron of organized crime and those who seek the easy path to wealth and power. He is at times evoked by gamblers at the toss of dice or on the cut of a deck of cards. There is a 1% chance on any die roll or game of cards that his name is evoked that Ponzar's interest may be piqued and he decide to directly involve himself in the action.

Ponzar is frequently in alliance with the goddess Shambere, and has been known to ally himself with both Taxus and Ataxus when the situation demands it.

PRINCESS SYNESSLUTH, LADY OF SEDUCTION

Synessluth, one of the fallen court is attributed with the sin of Lust. Everything about her appearance from her glittering black wings to her overly voluptuous frame drips with mortal lust. Synnesluth has perhaps the simplest job of all in tempting mortals to destruction.

Synnesluth commands legions of Tempturi to do her bidding. These succubi exert their influence throughout the mortal planes of existence bringing back souls for their mistress to torment onto eternity. Synnesluth's temptations have been known to conquer even Gods themselves, some of whom have been trapped in her dungeons due to their own over-indulgences.

PRINCE ORGOCHIO, LORD OF SLOTH

Orgochio is a fallen angel whose Hellish realm is filthiest and most disorganized of all. Orgochio's fall was simple enough. He refused to take sides due to his laziness. In so refusing he was thus cast out and found himself at first in a beautiful paradise. Within a year the paradise was ruined, filled to brimming with trash, waste, and the detritus of Orgochio and other lost souls who like him were too lazy to clean up after themselves.

Orgochio appears as a tall, lean humanoid in dirty robes with filthy worm ridden flesh, louse coated wings, and swollen pustules. Curling horns adorn his broad forehead.

Of all others of the seven, Orgochio would be most likely to be used or manipulated by others due to his constant availability. Unfortunately his total lack of follow through leaves him more or less alone amongst all others. His Hell fills itself with those who lack ambition. Among the cursed souls of his realm are drug addicts, drunkards, and slackers who slowly rot along with the rest of his endless refuse pile.

"KING" YUM, PRINCE OF GLUTTONY

The Demon Prince known as King Yum is a horror to behold with a swine like face and swollen behemoth of a body. Referring to himself as King, Yum is truly no more powerful than any of the other Princes of Hell, though he wears a cheap tin crown upon his short horned head. Yum bears a huge cleaver with which he has been known to pop the tops off of a victim's skull to more easily devour their brains and thoughts. His rotund belly is covered only by a gory apron showing the leavings of his butchered feasts.

Yum represents unending hunger. Those possessed by Yum have been known to turn to cannibalism, as only the taste of sentient flesh may temporarily fill the belly of the truly ravenous. In primitive cannibal cultures Yum is worshipped as a god, or at very least as a servant to such deities as Gathaak and Kharzarn.

Yum calls forth all those who fill themselves with food and drink to excess, and Yum's palace in the Rings of Hell is piled high with the meat and bones of his victims. Upon the plain surrounding his palace reside the starving hordes of the gluttonous damned who incessantly thirst and hunger.

PRINCE YORGOVEA, LORD OF PRIDE

Prince Yorgovea, a fallen angel with eyes as black as his soul and wings the color of soot appears as a beautiful youth with thin limbs cased in exotic armor, bearing the sword "Betrayal" that appears far too heavy for his thin frame. All of this belies Yorgovea's true power. Yorgovea is a powerful warrior with nearly unmatched skill at arms. He is a skilled instructor, offering his victims the opportunity to learn his martial skills and a mortal life filled with victory and prestige.

Yorgovea's black soul fills heroes with pride and hubris, eventually leading to their downfall and eventual damnation. Yorgovea's target of choice is the humble paladin, and his personal legions are filled with the wretched souls of those fallen paladins who were damned by their own pride and now serve Yorgovea unfalteringly.

Yorgovea often strives against Aganaktes in martial matters, however when the two are allied they leave naught but a swath of destruction in their wake.

Yorgovea, like other fiends cannot grant clerical spells directly, instead granting spell like powers through use of infernal contract and wish. Many evil paladins consider Yorgovea their patron, though they loathe him for bringing about their own damnation.

MOVOLLO THE TRIXSTER

It is written by the ancient sages that the most untrustworthy and venomous in his spites and jibes is Movallo. Movallo is called by a variety of names such as the Misfortune's Fool, The Trixster of Hell, the Clown of Chaos, and Ribald of the Nether. It is Movallo who is both feared and beloved of his fiendish brethren amongst their courts in Hell. To pray to him is to revel in the absurdity of reality, and the inconsequence of mortal life in the face of a universe destined for the ultimate entropy. Where the Seven Princes of Hell plot their plots and make their schemes, working their deals with the gods, it is Movallo who provides a mortal-like face to the bestial, unhinged destructive fury of the Four.

Movallo the Trixster serves as jester, confidant, accomplice, and instigator of the Four and Seven, possessing a space equal to but at times subservient to their power. It is possible that he is actually the most powerful of them all and simply plays the others against one another for his own purposes and diabolical perversions. What is known is that he is at home amongst the courts of the Four Harbingers of Destruction and Seven Princes of Hell who rule those spaces of Hell and the Nether that the gods themselves dare not claim. Movallo is always depicted as a crimson-lipped clown dressed in jesters' motley. He enjoys travels to the mortal realms where he convinces the mighty to fail, tricks the good to misdeeds. Most despicably, he plies upon the greed and sorrow of the weak, often with artificially tasty sandwiches and small but amazingly cheap toys.

Like other of the Archfiends, Movallo himself cannot grant clerical spells directly, but rather grants them via proxy by means of sacrificial rites performed through acts of mayhem and sacrifices of blood and sin. To achieve this, Movallo frequently allies himself with Ataxus, God of Chaos and Jokashka, Queen of the Dark Fey, offering his nefarious services to their terrestrial ambitions for a price. Conversely, Movallo is seldom welcome in the realms of Kharzarn, as his free spirit goes against the notion of absolute slavery, preferring instead the deviant trappings of the unconscious slave who feels not his chains. Gathaak is brutish but useful, and Soagoth's chaos is too alien even for Movallo's mad whimsy to comprehend. It goes without saying that the Lords of Light and good have much to fear from the perversions and disarray that Movallo's influence breeds in the world. Movallo The Trixter, Prince of Jesters of the Nether Realms.



Burtru looked from across the table of the raucous roadhouse to his companions and smiled slightly as the pretty elven barmaid brought their pitcher of ale.

"There is much wealth to be made here in the Karboskian Marches, and fame to be had here as well." He said assuredly. "For certain there is war to the south, but here, there are bandits whose bounties we can collect, and other wanted folk to be brought to justice."

Burtru curled the ends of his neatly waxed moustache and glanced at his companions with a wry grin as they smiled and nodded in agreement. "I understand there is plunder to be had as well, for many ancient ruins lay but a few short days travel from this fine roadhouse establishment." Burtru looked around with a smirk and a wink at the debauchery within the smoky chamber before again turning his gaze to that of his seated companions. As Burtru opened his mouth to say more, his eyes met the baleful gaze of a grizzled barbarian veteran sitting in the corner upon a chair made from the bones of ogres and the skins of beasts both strange and dire.

At length the wild-man held Burtru's gaze before he spoke with a grizzled accent, quite foreign even to this uncivilized stretch of the Duchy of Karbosk.

"Surely you Bowbes do suppose to find ye some wealth out here in the frontier, aye?" the wild man said, his voice gravely from many forays upon the field of battle. "Know you that there is also death. None of ye look as if ye have the winters under your girdles to be able to survive for long in the Witch Moors, nor the bravery to face the wicked spirits which hold sway over the Mythnoc Cairns. Perhaps I be wrong, as I been wrong afore." The heavily scarred warrior took a deep draft from his drinking horn before continuing.

There was something stormy and feral in his eyes that kept those seated around Burtru rapt.

"It makes no matter, if ye live ye will have proven me wrong and

ye have more guts an' bravery than I would have expected from such finely heeled folk as yourselves. Thar be strange and wierd things out there. If ye prove your mustard, ye may make heroes yet. I wager not all of ye shall return again to The Dirty Bowbe's, however. Those of you who do come back through my doors will be a sight different than ye are just now, so enjoy your drinks but be wary when you head out into these here haunted highlands." He paused then for effect, fixing his storm-wrought eyes upon each of the faces huddled around the table.

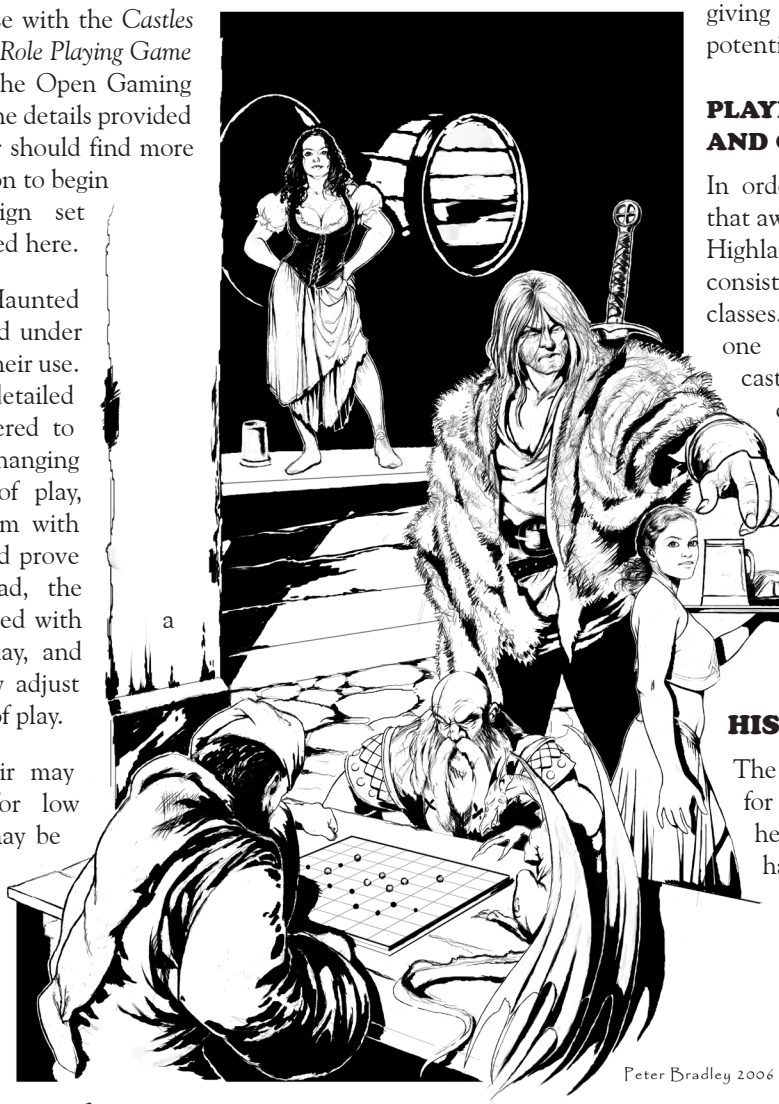
"Come ye again an' see me at the end of your adventure and I shall buy a drink for the survivors. We shall have a toast in memory of ye dead." With that last comment the scarred foreigner lifted his mug to the troupe and nodded to them, guzzling the remnants of his drinking horn in one pull. He then fixed them with a wide grin and let fourth a great gale of deep roaring laughter which sent shivers down the spines of those seated at Burtru's table. As his laughter subsided he wrapped his bearskin cloak about his heavily muscled shoulders and was almost instantly asleep.

INTRODUCTION

The Haunted Highlands is an adventure campaign setting for use with the *Castles and Crusades™ Fantasy Role Playing Game* system printed under the Open Gaming License (OGL). With the details provided herein, a Castle Keeper should find more than enough information to begin an adventure campaign set around the areas detailed here.

The marches of the Haunted Highlands are not listed under a level of difficulty for their use. The areas of adventure detailed herein may be considered to be fluid and ever-changing based on your style of play, thus handicapping them with level adjustments would prove foolish at best. Instead, the various areas are detailed with "suggested" level of play, and the Castle Keeper may adjust them as fits their style of play.

Certainly a hydra's lair may prove too difficult for low level characters, but may be thought of as "just right" for higher level play. Likewise, a warren of goblins may be considered too easy a challenge for higher level adventuring bands, but just right for low level parties looking to cut their teeth on high adventure.



SUMMARY

The Haunted Highlands details with an "X" the areas of adventure and a fully detailed wilderness roadhouse intended to serve as a base of operations for the player characters. The areas of adventure are each designed to be small enough to fill out a single evening of enjoyable fantasy role playing. Adventure information such as the actual die number needed to overcome a challenge is provided to help give Castle Keepers new to the Castles and Crusades™ Fantasy Role Playing Game a simple understanding of the rules as they are used "in game". Such detail is initially important, and saves the Castle Keeper time in referencing rules from the Castles and Crusades™ Monsters and Treasure and the Castles and Crusades™ Players Handbook. Additional useful information and rules alternatives can be gathered from the ***Castles & Crusades Castle Keepers Guide.***

Also found here is a brief history of the Karboskian Marches, information on how to use this book to establish a new Castles and Crusades™ fantasy campaign, and various Castle Keeper tricks to keep the players interested, thus giving the product almost unlimited potential for utility and re-use.

PLAYER CHARACTER PARTY AND COMPOSITION

In order to fully enjoy the adventures that await players exploring the Haunted Highlands, they should have a party consisting of the following character classes. The party should have at least one cleric or character capable of casting divine spells, as well as a player character capable of using arcane magic. The party should also include at least one rogue, and be filled out with a compliment of characters with fighting skills such as fighters, paladins, rangers or bards.

HISTORY OF THE MARCHES

The Karboskian Marches are named for the royal family of Karbosk, a hereditary duchy whose borderlands have consistently been plagued by wild beasts, humanoid armies and other foes both seen and unseen.

Ancient History

The Duchy of Karbosk was established 800 years ago when King Pieter II of Rhodensia established the line, granting the hard won border territory to his most feared general, Leonid Karbosk. A great civil war amongst the nobles of Rhodensia brought about its eventual decline. Now the former empire occupies less than 1/10th of its original holdings. Despite the collapse of King Pieter's empire, the Duchy of Karbosk has maintained virtual autonomy from its old masters due to clever diplomacy and the presence of Lake Veyona, separating it both geographically and militarily from its former masters. What is known to few save the most educated sages is that what now stands as sprawling wilderness the Duchy of Karbosk was once home to an even greater civilization than the one King Pieter had established.

It was upon these wild highlands, broad lakeshores and clear rivers that the ancient empire of Umeshti once stood. Here, sorcerer kings and priests communed with the very gods at the beginnings of mortal civilization. All was lost one fateful evening 10,000 years ago when a meteor was cast down from the heavens by angry gods, leaving nothing but a great crater and cursed sinkhole reaching deep into the crust of the earth below.

Recent History

In recent times, the outer marches of Karbosk have become increasingly dangerous. Humanoid armies have always threatened the Karboskian frontiers, but now something more sinister has risen and war has erupted in every corner of the Duchy. A powerful and some say eldritch orc king has risen to power and driven every humanoid within reach of his bloody axe before him in a frenzy of slaughter and mayhem.

So rapid was the invasion of this foul chieftain, known to those who have survived his plundering as Yorgach the Ravager, that even the capitol city of Dro Mandras has suffered a heavy blow. East Dro Mandras lies in ruins, with only small walled sections of the town center left standing, but under constant siege. Luckily, the humanoid army's greed, infighting and ignorance of river navigation have staved off the tide of the invasion for now.

Unfortunately for the frontier citizens of Karbosk, Duke Mandras Karbosk V and his armies are fully occupied in the recapture of East Dro Mandras, leaving much of the frontier unguarded. Opportunists not yet conscripted into the ranks of Yorgach's horde now plunder the farmlands on all sides, leaving few places untouched, save the villages west of the Mandras River, Dirty Bowbe's Roadhouse, and The Tower of Nesturon spared.

It is into this background of violence, warfare and mystery that the characters now find themselves. Their actions may have a direct impact on the world around them. They may rise to the occasion and carve a name for themselves as heroes, villains, opportunists or saviors. The choice is theirs. Enough information is included here to kick start their new adventuring careers. What happens next will be determined by role play and a few throws of the dice. Enjoy.

CHAPTER 1: THE ROADHOUSE ON THE MARCHES

Dirty Bowbe's Roadhouse sits atop a small bluff some ten leagues (or 35 miles) from Dro Mandras. The square stone structure is surrounded by a wood and stone palisade which overlooks one of the major land roads between Dro Mandras and other settlements of the region.

The Roadhouse serves as a hub for merchants, soldiers, mercenaries and adventurers seeking wealth and fame within the area. The roadhouse has a somewhat rough edged reputation, especially in the more civilized areas of the region. In Dro Mandras, the roadhouse is frequently spoken of in scornful terms by members of the city's law enforcement as a place where bounty hunters, bandits and other undesirables go to hide from the long arm of the law.

Of course such talk is often squelched in the presence of Dirty's proprietor, a grizzled Bowbe worshipping barbarian known only as "Bull". Despite the foul reputation most "civilized" folk have for his establishment, he is well respected by military authorities, who have been known to call upon his sword and glaive in times of trouble. This is owed to the fact that his prowess and fearless thirst for battle bolsters the moral of their conscripted armies.

Bull and his squad of hard-nosed bouncers are not above allowing a scuffle to last as long as it needs to. They do, however, step in to see that that no one actually dies, though this has been known to happen on occasion.

IMPORTANT PERSONAGES

THA BULL: *He is a Chaotic Neutral Human 10th level barbarian whose vital statistics are HP 81, AC 16 (20) His Primary Attributes are Strength, Wisdom, and Constitution. His significant attributes are (Str 18 (20*, dexterity 14 and intelligence 13. He wears Boots of Striding and Springing and keeps a +1 glaive,+1 dagger, +1 flaming two handed sword close at hand and his gauntlets of ogre power stuffed carefully within his belt when not adorning his mighty fists. He wears a +2 ring of protection and +2 amulet of natural armor at all times, though when girded for battle is known to don a demon carved +2 breastplate. His hidden stash of treasure includes 3812 gps in gems, jewelry and other sundries. He possesses the Hill Runner, Welderunng, and Brutal Blow abilities as denote his barbarian heritage from the Icy Wastes. These abilities are detailed further in the Players Guide to the Haunted Highlands.*

Bull is frequently the chief bartender and head breaker in the establishment. Most assume he is the only owner of Dirty Bowbe's Roadhouse but this is far from the truth, for his silent partners saw the building of such a hill fort and roadhouse as a grand investment. Bull is gone from the roadhouse roughly 50% of the time, leaving its daily operations to Holly and Forgutt. Bull is not above a good blood feud and has made his share of enemies in his day. Despite his rough edges, Bull defends his close friends to the death. Bull is known to take soothing from the strange priest known as Brother Frosk who lives somewhere hidden within the walls of his roadhouse.

SYRIEL AND LORELIA: *They are Chaotic Neutral 3rd level Half-Elf Bards; Their vital statistics are HP 19, AC 13; Their Primary Attributes are Char, Dex (Cha 16, Dex 16); They each possess a +1 Rapier, +1 ring of protection, (2) potions of haste, (2) potions of cure light wounds, bar maid outfits, dancers outfits, 1d20+200 gp each.*

These seductive bards serve as barmaids for Bull, whom they adore. Despite being well over 50 years of age the two girls appear forever young and nubile. Syriel and Lorelia are often petty and compete with one another for Bull's attention and the attention of handsome lads who pass their way. Aside from Holly, these two have served at the roadhouse for longer than any of the other maids who, for whatever reason, end up murdered or slain on some hair brained adventure, much to the dismay of Bull and his partners. The twins despise Holly and think she is a pushy brat, but follow her orders to avoid the wrath of Bull.

Syriel and Lorelia are a good source of information about the local regions and potential adventures for characters of various levels if one manages to get on their good side, i.e. tipping well and having a high charisma doesn't hurt one bit. They are also quite humorous and enjoy making fun of Holly behind her back.

HOLLY: *She is a neutral 3rd level human wizard whose vital statistics are Hp 8; AC 13. Her primary attributes are Intelligence, Wisdom, and Constitution. Her significant attributes are intelligence 16.She bears a +1 quarterstaff, +2 Bracers of Armor, a Wand of Sleep (20 charges), 10 doses of Holly's Malicious Brew. She prepares the following spells: 0th-Detect Magic, Detect Poison, Mage Hand, Mending. 1st-Charm Person, Shield, Magic Missile, Unseen Servant. 2nd-Invisibility, Web*

Holly is a fussy semi-plain young lady with some skill in the use of magic. She seems to be everywhere at once, cleaning rooms, preparing meals and seeing to the orderly management of the otherwise chaotic roadhouse. She has a huge crush on Bull whom she pines for incessantly. She dislikes Syriel and Lorelia, whom she considers to be a pair of loafers and do-nothings and is at times insane with jealousy over the favor Bull grants them. Despite this, she is a decent manager and fabulous cook.

A. THE PALISADE

The palisade which surrounds the roadhouse is ten feet high and made from sharpened timbers. A three foot wide walkway surrounds the inner wall of the palisade, offering Bull's sentries an easy view of the travelers' road and the surrounding area. Trees from the surrounding woodland have been removed to a distance of 100 feet on all sides of the roadhouse outside the palisade to insure that the view is unobstructed. The palisade is typically patrolled by 1d2 sentries/bouncers in the employ of the roadhouse's owners. Recent construction has the outer palisade wall enhanced with stone to a height of eight ft. as Bull and Frosk have become concerned with the possibility of incursions by Yorgach's forces and their penchant for burning wooden structures to the ground. The stone facing is well cinched and constructed adding an additional two ft. of width to the exterior of the wall.

A single wooden gate opens onto the roadhouse grounds which encompass the roadhouse's outbuildings, including its stables, blacksmith and beer garden.

SENTRIES (1D4): *They are chaotic neutral human 2nd level barbarians whose vital statistics are HP 18, AC 16. Their primary Attributes are Strength, Wisdom, and Constitution. Their significant attribute is strength 15. They wear a chain shirt and carry a dagger, battle axe, long bow, 20 arrows, large wooden shield, and long spear. They typically have 1d10 gp on their person. These sentries are from Bull's northern tribe of the icy wastes making them insanely loyal to him. They possess the hill runner ability detailed in the Players Guide to the Haunted Highlands.*

B. THE GATE

A heavy wooden gate lies open during daylight hours when there is no trouble in the area from marauding bands of humanoids or bandits. Skulls and sometimes the fresh heads of trouble-makers, goblins, ogres and trolls are affixed high atop the gate. A sign posted below the severed heads indicates the profitable bounty offered by the roadhouse management for clearing the domain of undesirables.

ROADHOUSE BOUNTIES!

Kobold Head:	2sp
Fresh Goblin Head:	5sp
Fresh Orc Head:	10sp
Gnoll Head:	15sp
Ogre Head:	2gp
Troll Head (scorched only):	5gp and a free drink

For bigger beasts or suspected bandits inquire within.

This grotesque display serves multiple purposes as Bull sees it. First off it sends fear into the hearts of foes who would seek to cause trouble in his establishment. Secondly, it keeps the majority of uppity paladins and noble knights off of his land as well, which suits him just fine. Proper paladins don't drink or fondle barmaids anyhow, and proper knights should know better than to associate with Bull's clientele.

C. SMITHY

Udru Ironhammer runs the smithy for Bull and his silent partners. The red bearded dwarf is skilled in mending broken armor and can manufacture any metal weapons, armor, or metal implement such as horseshoes or cooking implements at a 15% markup from the standard rate due to the often scarce supply of good quality iron ore. Udru is typically friendly and engaging as a businessman, but keeps to himself, having few true friends in the roadhouse other than Bull. The nature of Udru's relationship with Bull is a mystery to most, but it is expected that Bull once saved the dwarf's life, or that they had done time together in some far off prison. Others claim that Udru was wanted in foreign lands for some unknown crime and only Bull would give him a chance to redeem himself.

UDRU IRONHAMMER: *(He is a neutral dwarf 5th level Fighter. His vital statistics are HP 38, AC 19. His primary attributes are strength and Constitution. His significant attributes are strength 16, Consititution 16. When geared for battle he wears a trademark +2 Breastplate, and carries a Large Steel Shield, a +1 Warhammer, his Smithy Tools, and 120 gp in gambling money)*

Although Udru is unlikely to speak of it unless well befriended by PCs, is an exile from Fanderburg, the Dwarven Kingdom lying to the northwest of the Crater of Umeshti. As population constraints are extreme within the stone vaults of the Kingdom, Udru and his clan were sent packing after failing in their trial by combat. Udru, like other dwarves is therefore distrustful of dwarves not of his own Ironhammer Clan, as they may have once competed for the same space and resources in the Under Kingdom.

D. STABLES

Handle the Druid runs the stables for the roadhouse. The young druid finds peace and harmony seeing to beasts of burden, and often heals them from the wear and tear of the road with natural herbs and poultices and occasionally through the use of natural magic. Handle charges 5sp per day in stabling fees per beast which he splits with Bull. He charges 25gp for any healing that mounts or beasts of burden may need. He offers helpful suggestions on the care and treatment of animals. Handle has been known from time to time to become agitated with drovers and soldiers who treat their beasts poorly and is not above letting them know exactly how he feels.

HANDLE: *He is a neutral human 3rd level Druid. His vital statistics are HP 15, AC 13. His Primary Attributes are Wisdom, Constitution, and Charisma. His Significant Attributes are wisdom 17. He wears leather armor and carries a quarterstaff, sling, and 2 potions of cure light wounds. His typically memorized spells are: 0th-Detect Poison, First Aid, Purify Food and Drink. 1st-Calm Animals, Goodberry, Entangle Plants. 2nd-Cure Light Wounds, Heat Metal*

The stables have sufficient space to hold up to a dozen large animals such as horses and oxen. Overflow generally grazes the land outside the palisade.

E. THE BEER GARDEN

Open from the first thaw of spring until the first snows of winter, this large section of the yard is popular for folk who enjoy the outdoors yet still enjoy the safety of the palisade walls to keep the wolves at bay. A covered bar built along the north wall of the grounds has a door which attaches to the main building, where food may be brought in from the kitchens, and kegs rolled out to sate the thirsts of weary travelers. Forgutt, a halfling of middle years tends the bar here along with a couple serving maids and bouncers in Bull's employ. The chubby halfling is loaded with jokes and knowledge and was once a lesser guild master with the Back Alley Gang in Dro Mandras. After being passed over for promotions in the guild due to what he claims was abject racism on the part of his former boss, Azrael Lash (a co-owner of Bowbe's) he made his way to Dirty's where his skill as a brewer got him a job and his own stall behind the big house. As a side job, Forgutt is known to sell "tools of the trade" to passing rogues, and may offer patronage in his various skills at a price of 20gp per level. During winter months, Forgutt moves indoors to help tend bar and is known to step in and help Holly with the cooking and cleaning (as this gives him an opportunity to check out some of the guests valuables).

FORGUTT: *He is a neutral Halfling 6th level Rogue whose vital statistics are HP 18, AC 16. His primary attributes are dexterity and Wisdom. His significant attributes are dexterity 16. He wears leather armor and a +2 ring of protection. He carries a +1 short sword, a sling with 20 sling stones. He has 2d20+200 gp in gold and jewelry stashed somewhere on his person. He speaks middle cant.*

Forgutt secretly holds an even deeper allegiance to the Middles Inc. out of Eskadia, acting as their eyes and ears in the Duchy of Karbosk. Local halflings of Gilby Hall are initially a little put off by what they feel are Forgutt's city slicker airs, as they know he is not one of their own. If befriended and properly oiled with fine wine and gemstones he can offer a bit of background on the "company", and arrange an "in" for any halflings looking to become part of the organization. Forgutt figures if things get bad enough that Yorgach's army actually does come pounding on the gate of the Roadhouse, he will just make his way to Eskadia and try out life in the big city for a while.

SERVING WENCHES (1-2): *(They are common humans with 1-2 hp.)*

BOUNCERS (1-2): *They are chaotic neutral human 2nd level barbarians whose vital statistics are HP 18, AC 16. Their primary Attributes are Strength, Wisdom, and Constitution. Their significant attribute is strength 15. They wear a chain shirt and carry a dagger, battle axe and club. They typically have 1d10 gp on their person. They possess the hill runner ability detailed in the Players Guide to the Haunted Highlands.*

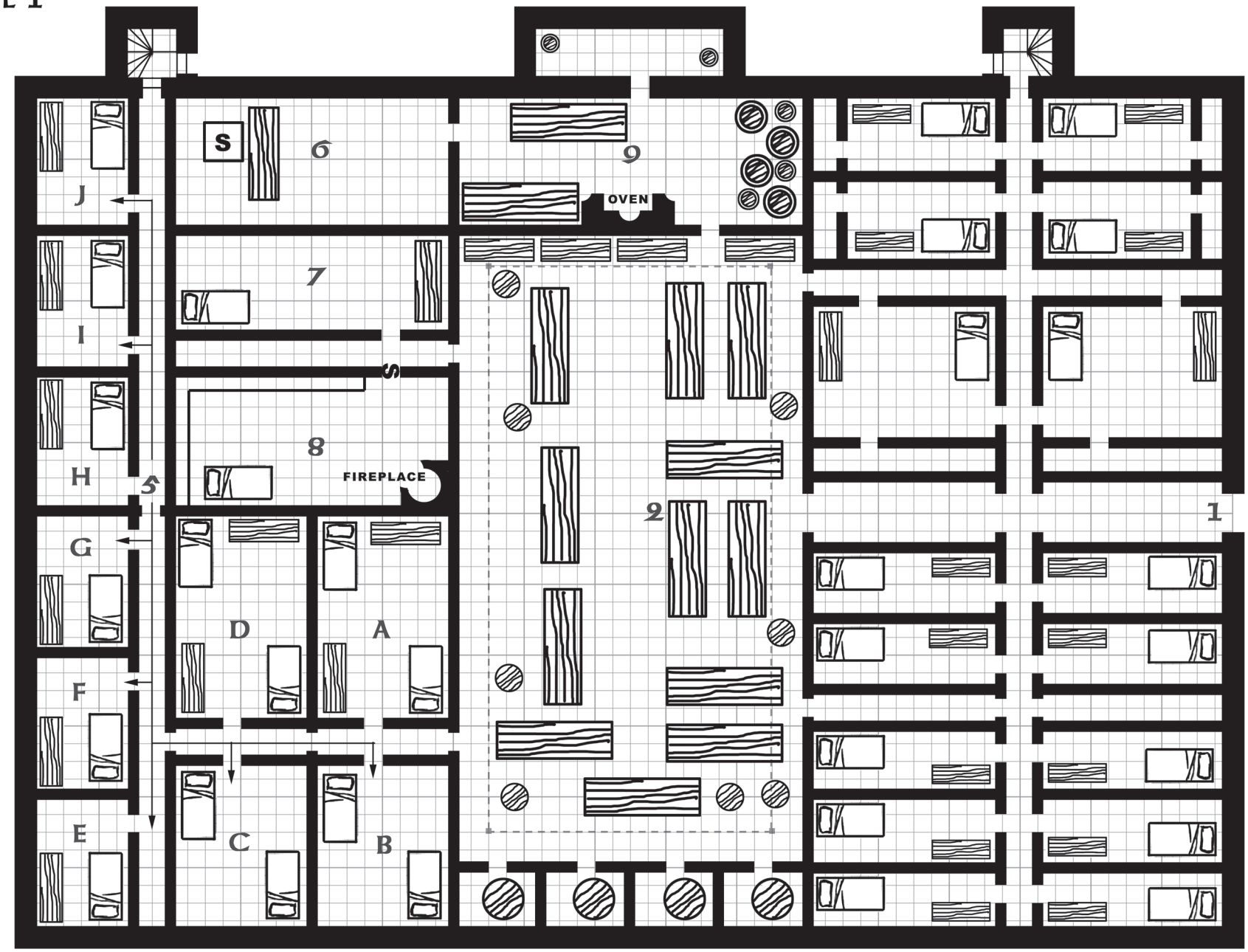
For prices on the bill of fare for the Beer Garden, see the common room description in Area 2 of the roadhouse.

F. THE ROADHOUSE

1. ENTRANCE

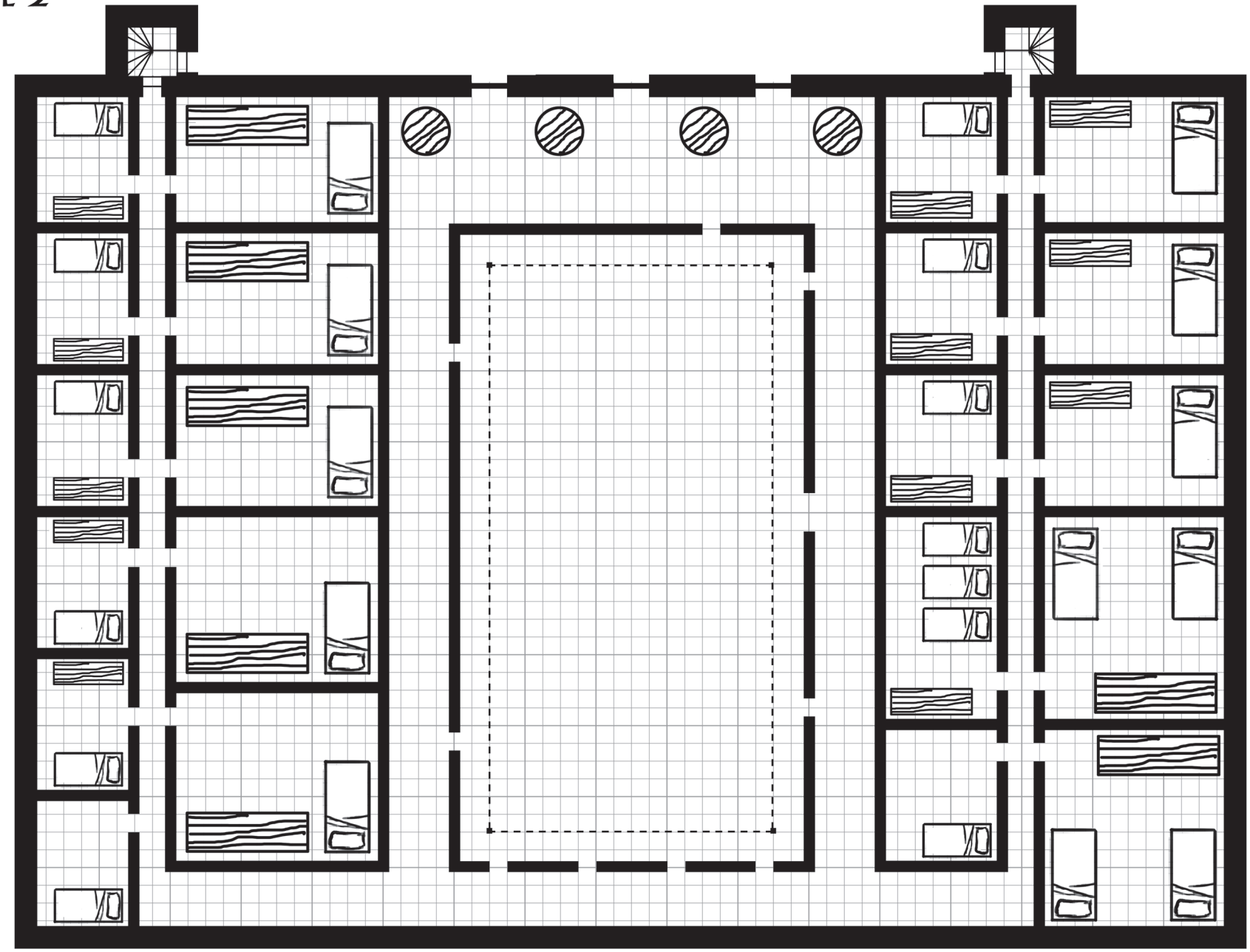
The roadhouse is built entirely of well cinched and fitted stone from its foundation to its rafters, suggesting the employ of dwarven architects and builders. The roadhouse is constructed in the square shape of a northern hill fort with walls roughly sixteen feet high coming to a peaked roof at 30 ft. with a smoke slit that runs along the length of the common room along the western wing. The broad main door leading to the common room stands in the center of the western wall of the roadhouse. It is watched by a half-orc bouncer named Foog during evening hours, and his twin brother Moog during the day.

LEVEL 1



DIRTY BOWBE'S ROADHOUSE

LEVEL 2



DIRTY BOWBE'S ROADHOUSE

MOOG AND FOOG: *They are chaotic neutral Half-orc 2nd level Barbarians whose vital statistics are HP 18, AC 14; Their primary attributes are strength and Constitution. Their significant attributes are strength 16. They carry a dagger, a two handed axe, and wear a chain shirt. The brothers typically have 2d10 gp in various coin on their person at any given time.*

2. THE COMMON ROOM

The common room is the heart of the roadhouse. It is a large chamber with stone pillars carved with knotted dragons and the faces of fairies, skulls, giants and heroes supporting the roof. There are a dozen stout oak tables lining a long fire-pit which sits directly beneath the smoke slit which may be shuttered in winter months with buffalo skins to keep the chill out or keep rain from dousing the fresh game roasting over the pit. During summer months, most of the cooking is done outdoors and the fire pit is used for other more martial purposes.

The fire-pit is three feet deep, five feet wide and twenty feet long, easily large enough to burn entire logs. Out of respect for Handle, Bull sees that a tree is planted for every one that is cut to fuel his fires.

The north end of the common room consists of the bar, behind which are doors leading to the roadhouse office and stores. A plethora of beverages and foodstuffs are available, offering a dining experience seldom found upon the frontier. Food is hot, filling and delicious if not somewhat strange. The liquor is strong and warm, denoting the preference of the owners.

The western end of the common room has a small stage where dancing girls and bards are known to perform from time to time to the thrill or derision of the travelers.

The southern end of the common room has several alcoves hung with animal skins which offer privacy for those who wish to enjoy the comforts of the roadhouse away from the watchful eye of the common guests.

A pair of half elven twins named Syriel and Lorelia act as serving wenches under the direction of Holly, a human maiden who is an expert in managing the day to day affairs of running the roadhouse when Bull is adventuring or cannot be bothered. Holly also does the majority of the cooking and cleaning for the roadhouse. Much to the delight of the patrons, the twins are known to occasionally dance upon the stage if a skilled bard or traveling performer comes to call.

The common room is typically filled with 2d8 travelers of various races and nationalities. The Castle Keeper is encouraged to stock the tavern with whichever travelers and "story hook" level contacts they feel appropriate for their own adventure campaign. Likewise, it may be helpful to roll up a set of random patrons from the following list to add to the tableau of a boisterous roadhouse tavern and inn.

THE PATRONS

Random Patrons	Random Race	Random Alignment*
Roll 1d20	Roll 1d10	Roll 1d8
1. Merchant and Bodyguard	1. Half-orc	1. Chaotic Evil
2. Rogue	2. Elf	2. Lawful Evil
3. Fighter	3. Half-elf	3. Neutral Evil
4. Barbarian	4. Halfling	4. Neutral
5. Woodsman/Hunter	5. Gnome	5. Chaotic Neutral
6. Cleric	6. Dwarf	6. Chaotic Good
7. Ranger	7-10. Human	7. Neutral Good
8. Druid		8. Lawful Good
9. Bounty Hunter		10. Soldier Patrol
11. Wizard		
12. Illusionist		
13. Knight		
14. Paladin		
15. Bard		
16-20. Commoner		

*Excludes paladins who must be lawful good, druids who must be neutral, or monks who must be lawful.

ENCOUNTER DESCRIPTIONS

MERCHANT AND BODYGUARD: This encounter is with a traveling merchant (commoner 3 or any player character class of level 3) and their bodyguard (fighter level 3). The merchant has common goods to sell as found under the equipment list in the Castles and Crusades Players Handbook. There is a 10% chance that the merchant is hiring adventurers to guard their caravan for a trek to Dro Mandras or some other settlement in the area.

ROGUE: This wandering rogue is between jobs or hiding from law enforcement at the roadhouse. The rogue may be of any level but is typically of level 1st-4th. The rogues services are for hire, however he may decide that the player characters look like the perfect target for a little burglary or pick pocketing.

FIGHTER: This fighter is a mercenary or professional fighting man who is currently looking for new employers or to join up with an adventuring band. The fighter may be of any level but is typically of level 1st-4th. He may be hired by adventurers for a percentage of the treasure haul and often serves as a good meat shield for wizards and their ilk.

BARBARIAN: This outlander finds comfort in the familiar settings provided by Dirty's. The barbarian is typically of level 1st-4th and may be looking to sign up with an adventuring band to plunder long forgotten riches. When the barbarian drinks, he likes to fight and bully smaller opponents, often coaxing

them into the fire pit during summer months for some good old fashioned fisticuffs.

WOODSMAN/HUNTER: This encounter is with a commoner or low level ranger who makes his living bringing fresh game to the roadhouse and staying around for drinks and frivolous times. The hunter is a decent enough guide and knows the way to The Crater of Umeshti, but is reluctant to enter its cursed confines. For a nominal fee he offers to set the player characters upon their path to glory or ruin.

CLERIC: This encounter is with a cleric of any faith who is on a religious expedition to retrieve artifacts and relics important to his church. The cleric may be of any level but ii typically of level 1st-4th. It is possible that the cleric may offer his services as a turner of undead and healer if offered a cut of any treasures found, specifically those of a religious nature. The cleric may be available for scrolls, potions or healing if the price is right and the alignments are complimentary to their faith.

RANGER: The ranger is typically a guide or tracker who has come out of the wilderness for a warm bed, a hot meal or with warnings of approaching enemies. The ranger may be of any level but is typically of level 1st-4th. It is possible that the ranger may temporarily join the party as a guide and expert in taking out wilderness foes.

DRUID: On occasion, druids make their way to the roadhouse to see what is going on and gain information from the world outside their grove or dell. As their animal companions are welcome in the roadhouse, and Bull is respectful of their faith, they feel more at ease visiting the roadhouse than they do making the long trek to Dro Mandras.

BOUNTY HUNTER: The bounty hunter may be a monk, ranger, rogue, wizard, fighter or assassin of at least 4th level. There is a 5% chance that the bounty hunter mistakes one of the player characters for his quarry and waits for them after they leave the roadhouse to spring a trap with which to take their "target" dead or alive. Likewise, there is a 15% chance that the bounty hunter is spying on some other patron of the tavern. In this event, the bounty hunter's target may attempt to hire the player characters to protect them from the bounty hunters menace. The bounty hunter may attempt to ingratiate himself with the party in order to gain information about their traveling companions or acquaintances.

SOLDIER PATROL: Ever unpopular at the roadhouse, this patrol of 1d6+2 level 1 fighters and their level 3 officer are prowling Duke Karbosk's marches in search of bandits, humanoid foes or criminals who have escaped capture. Bull and his staff are polite to the "official" visitors, but see to it that their search is conducted quickly and without incident. Bull has been known to hide folks who are on the run from the law for a nominal fee, sneaking them through the trap door exit in his office well before the soldiers arrive.

WIZARD: This encounter is with a wizard who may be of any level, but is typically of level 1st-4th. The wizard is an itinerant spell caster and seeker of arcane lore, who may hire on with player characters if offered a cut of any treasures, specifically those of a magical nature. Typically the wizard has spells to trade and possibly potions or scrolls for sale if he is of a high enough level.

ILLUSIONIST: Identical to the encounter with a wizard, except the illusionist's specialty is with creating magical effects that fill the mind's eye with wonder and horror.

KNIGHT: Being some of Bull's least favorite patrons, knights demand much and pay little, often causing scraps and arguments among his other patrons. The knight is a knight errant, seeking to build a reputation for himself along Duke Karbosks' marches. The knight may be of any level but is typically of level 1st-4th. On rare occasions the knight may take up a quest with adventuring player characters, but demands no money, only a portion of any weapons or armor collected and the prestige offered by a successful adventure.

PALADIN: Similar to encounters with the knight, paladins find the roadhouse uncomfortable due to the questionable status of the other patrons, but may find themselves visiting the roadhouse in search of great evil. To this end Bull finds them annoying as they start fights with some of his more questionable patrons. A paladin may join up with a good aligned adventuring party if there are assurances that battle will be taken to the teeth of pure evil. The paladin may be of any level but is typically of level 1st-4th.

BARD: This encounter is with a traveling minstrel, jack of all trades or spy. The bard makes a bit of coin performing at the roadhouse to the amusement of the guests, but may be a herald or biographer for hire. The bard may be of any level but is typically of level 1st-4th. Bards enjoy drinking, dancing and jamming with other bards with whom they carry on lengthy if not somewhat boring conversations. The bard may offer to become the herald or biographer of a player character band for a percentage of the profits from an adventuring expedition. Their lore may be called upon for a price.

COMMONERS: The many farmers, wagon drovers and simple folk who reside in the region of the roadhouse come to watch the bare knuckle brawling and enjoy the delicious beverages offered at the roadhouse. Typically they avoid confrontations and visit for the amusement of being in the presence of Bull's many rough and tumble patrons. Commoners are typically level 0-2nd, and have few valuables.

Posted behind the bar is a sign indicating the rules of the erstwhile establishment. There are few rules but they are expected to be obeyed.

ROADHOUSE RULEZ!

Death Dealing Magic resulting in property damage or death is punishable by the Management.

All patrons are expected to be well armed and ready to defend the roadhouse at any time.

Actively booing a performer is punishable by banishment from the establishment or being knocked clean out by the proprietors.

Fondling the tavern girls is punishable by removal of the offending fingers unless a price for the fondling is agreed upon beforehand.

Assault with deadly weapons results in the same being administered to ya by the Dirty's staff.

Theft is punishable by forfeiture of all valued gear and removal of the thieving hand.

Welching on a bet is punishable by forfeiture of goods to cover debts and banishment from the premises.

Dun drink more than ya can handle or eat more than ya can pay for.

If you can beat the Bull you can buy the bar!

BILL OF FARE

The roadhouse offers a wide variety of sleeping accommodations, and a variety of drinking and dining, as well as dry rations and animal provisions to be taken on the road.

Beverages

Forgutts Red Ale	5cp per pint mug
Blue Lightning Whiskey	1gp per cup
Drandrerrie Wine	10gp per bottle
Swordsinger Stout	7cp per pint mug
Hopping Frog Beer	2cp per pint
Table Wine	5sp per bottle, 2sp per glass
Fruit Cider	3cp per pint
Donkey Punch (Fruit Juice, Rum)	5 sp per mug
Bowbe's Black Tobacco	8sp per lb. 2 cp per pipe full

Foodstuffs

Frosk's Spiced Dry Roasted Bugs	Free if you can eat em!
Roast Beast (Catch of the Day)	1gp per meal, all you can eat
Bread and Meat	2sp
Holly's Muffins	2cp each
Holly's Malicious Brew	5gp per dose
Cheese Wedge	1cp
Cheese Ring	2sp per lb.
Bacon Eggs and Pancakes	2sp
Broth	1cp
Fresh Baked Fruit Pie	1gp
Apples and Seasonal Berries	2sp per platter
Oats, Cinnamon and Goat Blood	2cp per bowl
Special of the Day	4 sp

This item could be any of a range of items from spicy southern Rhodensian faire which has grown in popularity amongst the folk of the Highlands in recent years, and the palates of the Duke's citizenry have become accustomed to growing spicy peppers with which to season their meats and even their sweets. Delicacies available are based on availability… so that flaming hot stirge wings may not be available, though a Tsutsin recipe for owl bear in lemon sauce with fried rice may be. Adventurers have learned that a fresh kill upon the highlands may be richly prepared by Holly and Bull, and if the meat hasn't been too fouled, they may even make a little coin on the prospect!

Lodging

Extended Stay Apartment	25 gp/Month, 1 month must be paid as deposit in advance.
Fine Room Stay	1gp per night
Average Room Stay	5sp per night
Floor of the Common Room	1sp per night
Passing out in the Beer Garden or Knocked out in a Fight*	Priceless

* Bull and the half elf twins have a tendency of hanging a sign saying "Knocked Out at Dirty's" around the neck of patrons who can't handle their liquor or their brawls and putting a tin cup between their legs for donations to pay for healing or hangover remedies that the victim may need to feel alive again.

NEW ITEM: HOLLY'S MALICIOUS BREW

This is a god awful concoction of strange herbs and stomach churning vinegar, egg yolks and other unknown ingredients. The stuff is foul beyond the reckoning of any mortal but serves to do the trick. When imbibing the brew, it results in immediate vomiting followed by feelings of euphoria and light headedness. An eventual return to normal occurs within ten minutes of quaffing this questionable remedy.

NEW ITEM: BLUE LIGHTNING WHISKEY

This powerful whiskey is favored by barbarians for its strength and fortitude. Overindulgence offers a chance of immediate death to its drinker so let the buyer beware. A drinker may consume one cup of this blue colored whiskey for every 2 points of constitution without any adverse effect other than stone drunkenness. Drinking beyond that amount requires the imbiber to make a constitution check for poison for each drink. Failure results in 1d4 points of constitution damage.

THINGS TO DO AT DIRTY BOWBE'S ROADHOUSE WHEN YOU'RE BORED

The roadhouse offers multiple opportunities for role play and excitement. Dancing and musical entertainment are frequent draws from the lowlands surrounding the roadhouse.

BARE KNUCKLE BRAWLING!

Bull holds bare knuckle boxing and wrestling events during summer months when the cooking is done out of doors. During these contests (or whenever a war of words turns into a war of fists or knives) the opponents are pitted against one another in the emptied fire pit. Here they fight in non-lethal yet brutal contests man to man (or man to half-orc) until one combatant yields or is knocked unconscious. Betting is fierce in these events and often lead to additional brawling, which is of course moved to the pit as soon as the original battle has ceased.

Brawling takes place outdoors during winter months when the beer garden is closed.

House odds are placed by one of the bouncers or by Bull if he is present, and handicapped based on the overall physical appearance of the combatants (such as constitution or strength score). The constitution or strength of the combatants (whichever is higher) is divided by 6 and rounded down, giving the odds on to win the contest. For every brawl won by a combatant, the odds that the combatant will be victorious in their next match are increased by one. A chalkboard keeps track of combatants and their odds.

Example: A fighter with a strength score of 18 has odds of 3/1 to win the contest. A monk with a constitution of 14 has 2/1 odds. Regardless of the outcome of any fight, the house wins, making a decent profit from any engagement.

Once odds are set and the contestants are ready, the house collects all bets and the fight commences as it would normally using the siege engine rules for unarmed combat.

DARTS

Dartboards are found near the bar and offer challenges for the less brutal patrons to enjoy a healthy mostly non-violent contest. Betting is done between participants for an agreed upon cash value and the winner is determined after an agreed upon number of darts are thrown between contestants and their scores are tallied up. In the event of a tie, no monies change hands.

TARGET	ARMOR CLASS	POINTS
Bulls eye	20	5
First Ring	18	4
Second Ring	16	3
Third Ring	14	2
Outer Ring	12	1
Miss		0

Participants take turns throwing darts by rolling a to hit roll with a d20 and adding their attack modifiers and compared to the armor class of the target. Rolls of 11 or less automatically miss the dart board. A roll of a natural 1 has the same results as normal combat, and requires a re-roll. If the re-roll is a natural 1, a patron in the bar is struck with the dart, taking 1 hp of damage. This invariably results in a brawl, ending the game rather quickly.

CARDS

Cards are played with a standard deck. There are a variety of card games which may be played, just as in real life. Simply play a few hands of your preferred game. Bets are done in the player characters coinage. Most patrons have no more than 1d10x10gps with which to bet, however others may have more or considerably less.

Drinking Contests: Drinking contests are a frequent pastime for those who wile away their hours in the roadhouse's beer garden or common room. Typically they take place between two hearty souls willing to drink a chosen beverage until one has passed out or yields to the other.

Typically an individual may drink 1 beverage for every point of constitution they possess with no ill effects other than the inevitable hangover. A contestant is considered drunk when they have consumed a number of beverages equaling 1/3rd of their constitution score rounded down. After the contestant is drunk, they must roll a constitution check for each drink consumed. Failure means they have a 50% chance of either getting sick or passing out cold. Getting sick is not something that puts one in the good graces of the owners or the staff. Drinking beyond ones constitution score results in death.

Prizes: Drinking contests are usually held between two or more individuals who put a predetermined amount of coin into a common pot. The last man standing wins.

Drunkenness results in a -2 to all attack rolls, damage rolls and ability checks related to the use of special abilities.

3. AVERAGE ROOMS

Passing through the southeastern door of the common room leads to the average rooms. The average rooms come with bunk beds, a footlocker and bedpan. The mattresses are stuffed with straw but offer better accommodations than sleeping on the floor or outdoors. The doors are locked with a fairly decent lock (CL 3). Holly and Bull have keys to every room and the girls in the employ of the roadhouse see that the beds are made every morning and a pitcher of fresh water and bedpan are left next to the bed every night. There are eleven average rooms in the southeastern wing of the roadhouse. 50% of the rooms are rented to guests at any given time.

4. FINE ROOMS

The northeastern door of the common room leads to the fine rooms which the roadhouse has to let. These rooms have a double feather bed, dresser, closet and footlocker. The locks are slightly better than the ones in the average rooms (CL 6) meaning a rogue would need to score at least an 18 to pick the lock. Holly and Bull have keys to every room and the girls in the employ of the roadhouse see that the beds are made every morning and a pitcher of fresh water and bedpan are left next to the bed every night. There are six fine rooms to rent with 50% of these rooms rented at any given time.

5. STAFF QUARTERS

A locked door leads to the hallway where the staff keep their own quarters.

5-A. Holly's Room

This room is simple, clean and tidy. Holly keeps her cash and spare possessions such as clothing and spell books locked in a closet in this room. To insure that no burglars steal her belongings, she keeps the door locked with magic and a very strong lock (CL 8) meaning that the enchantment must be dispelled and the lock picked. Aside from her prepared spells, Holly's spellbook contains 1d6 orisons, 1d6 first level spells, and 1d4 second level spells. She has 488 gp, 20 platinum pieces, a string of pearls worth 300 gp, and two potions of cure light wounds.

5-B. Syriel and Lorelia's Room

When not sharing quarters with Bull, the half elves sleep together on a queen sized feather bed in this ill kept chamber. Clothing, bedding, pillows, shoes and stuffed animals strew the floor of the room. The girls keep two chainshirts, bucklers, longbows, 40 arrows, adventuring gear and their gathered coins locked in the closet. The closet has a strong lock requiring a Challenge Level 8 Locks check to unlock. The ladies have accumulated 1395 gold pieces, 3 pairs of diamond earrings worth 350 gps, 300 copper, and 2200 silver pieces.

5-C. Moog and Foog's Room

This door-less room has a simple billet of straw and an unlocked closet containing extra adventuring gear and broken weapons. A scribbled in parchment book, half empty bottle of ink and several broken quills sit on a desk far too small for the two brutes, leftovers from one of Holly's various attempts to teach the numbskulls how to read and write. This room is always occupied with either Moog or Foog, depending on the time of day or night. The brothers do not bother locking their treasure chest, which contains 250 gp, 400 copper pieces, and 350 silver pieces. An ink fingerprinted reading primer written in the common tongue sits atop the coins.

5-D. Forgutt's Room

This chamber is filled with Halfling sized furniture, being a tiny king sized feather bed, and lurid paintings on the walls of buxom Halfling lasses. The four paintings are worth approximately 25 gp. each. Forgutt's locker box is hidden beneath a plank in the floor that requires a successful wisdom check (Challenge level 5) to detect. The plank is trapped with a blast glyph (Challenge Level 11 traps check to detect, dispel magic to disarm) which deals 11d4 points of damage if triggered to all targets within a 5 ft. radius. The iron box itself is also trapped with a poison blade which slices the fingers of anyone attempting to pick the complex lock (Challenge Level 10 locks check). The trap is (Challenge Level 5) to detect, and (Challenge Level 6) to disarm. If the trap is triggered the target is struck with a razor blade imbued with a strong venom. The blade deals 1d6 points of damage. The venom forces a constitution save. On a successful save the venom causes 1d8 points of damage and a -2 temporary dexterity damage. On a failed save the character is struck comatose for 1d4 days, unless a neutralize poison is cast or a poison neutralizing ability is used.

The chest contains 935 gp., 10 gemstones worth 25 gp., a pair of twin silver daggers, 2 potions of cure light wounds, a potion of invisibility, and a potion of gaseous form.

5-E. Udru Ironhammer's Chamber

Stoic as the dwarf who dwells within the chamber, the mattress is hard as a boulder and its lone pillow like a cake of granite upon a stony shelf. Udru's gear is organized neatly with a pair of slippers next to the door, a sparse writing desk with descriptions of various mixes of iron, steel, and other dwarven amalgamates and alloys. Most unusual about Udru's chamber is the semi completed statue of a female dwarf carved in rare lapis lazuli. The statue is hyper realistic but is only carved from about the head to mid shoulder. Udru works on the statue in secret, gently carving away a small fraction of stone per week in order to get the statue absolutely perfect for when he gives it the breath of life and seeks its hand in marriage. In its currently carved state the statue is worth at least 500 gp. A manual on sculpture carving with soft stone can be found on the bookshelf. The book is written in dwarven and is worth 150 gps. There are also 200 gp worth of stone working tools in the chamber.

Udru's lock box has a powerful lock (challenge level 9) and contains 1102 gp, 2000 cp, 1223 silver, a potion of heroism, a potion of cure light wounds, and neutralize poison. Also found here is an official proclamation of his dismissal from the halls of Fanderburg.

5F-J. Staff Quarters

These rooms quarter the other staff members such as common bouncers, guards, and serving girls who come and go as other job opportunities present themselves. These lesser staff members usually share their room with 1-3 others. Bull only pays his most prized employees with actual coin. The rest of the staff of Dirty's work for food, equipment, tips and the shelter that the roadhouse provides. There is an 80% chance that an off duty staff member is present. The doors to these rooms are stout and well locked (CL 6).

Stairwells

The stairwell here leads to the long term apartments on the floor above. There is an outdoor access to the upstairs apartments from the beer garden. The outside stairs were designed by udru and are made of a collapsible wrought iron which can be easily disconnected from the main structure in the event that invaders breach the palisade wall.

6. OFFICE

The office to the roadhouse has a mostly unused desk, and a trapped safe whose combination is known only to the owners.

SAFE TRAP (If triggered, poisoned darts shoot out in every direction. The darts are +8 to hit. Targets struck are hit with

1d4 darts. The darts deal 1d2 points of actual damage, force the target to make a save versus poison or take 1d4 points of temporary constitution damage per dart. The trap requires a Challenge Level 8 to detect, and a Challenge Level 8 Traps check to disarm.)

The lock on the safe is very complicated (Challenge Level 10).

The safe contains about 4000gp worth of various coins, jewelry and other valuables which Bull takes in pay for services rendered at the roadhouse.

A secret trap door is hidden beneath the desk and requires a wisdom check of 20 or better to notice. The trap door has a ladder which descends 40 feet into the bedrock of the hill and then extends for a quarter mile to a secret exit off the main road. Bull, Frosk and Forgutt are the only ones who know of its existence and have a habit of blindfolding anyone who needs to use it to escape guard patrols.

As if that weren't enough, Brother Frosk has commanded a shadow to remain as an ever watchful guard over the roadhouse horde. The shadow dwells at the back of the safe, and is commanded to avoid contact with any of the staff members.

SHADOW *(This chaotic evil creature's vital stats are HD 3d12, HP 18, AC 13, Its primary attributes are physical. It attacks with a touch causing 1d4+1 points damage. The Shadow is incorporeal.)*

7. THE BULL'S CHAMBER

Accessible through the locked northwestern doorway (CL 8) is Bull's private sleeping quarters. There is a low bed made in the fashion of dried sinew cross stretched over a rectangular wooden frame which is piled high with furs and soft animal pelts. As Bull is frequently away hunting, or scouring the land for foes to challenge him, the chamber is rather unkempt, with the exception of a crock full of blue lightning whiskey that sits next to the bed and a lantern hanging from a sconce upon the wall. The closet is locked with a tough lock (CL 10). Inside the closet is an iron footlocker containing Bull's non carried valuables (like his money) and spare common weapons and armor, such as a +1 glaive, two handed sword, and breastplate.

8. FROSK'S CHAMBER

This is the secret abode of Brother Frosk. Brother Frosk's room is hidden behind a locked and trapped secret door. The secret door requires a wisdom check of 20 or better to locate.

BLAST GLYPH: *The door is trapped with a blast glyph (CL10). If triggered the glyph deals 11d4 points of acid damage to anyone within 5 feet. The glyph may be dispelled or overcome by a successful remove traps check.*

The secret door is locked with a very strong lock requiring a Challenge Level 10 locks check to unlock.

The inside of the chamber is extremely dark and has a billet upon the floor neatly made and covered with fine silk sheets valued at over 1000gp. No one save Bull or Frosk are allowed entry into this chamber, as it is guarded by 2 vicious shadows which remain ever vigilant to intruders.

SHADOWS X 2 *(These chaotic evil creature's vital stats are HD 3d12, HP 18, AC 13, Its primary attributes are physical. It attacks with a touch causing 1d4 points of damage +1 strength point of strength. The Shadow is incorporeal.)*

One wall of the chamber serves as a shrine to the strange chaotic gods which Frosk is believed to worship, idols include those to Bowbe, Ataxus, Soagoth, and other un-named entities. Candles, burnt offerings and other strange trinkets devoted to these lost deities are everywhere in a chromatic hodge-podge. The rest of the walls of the chamber are lined with books of arcane lore and deific knowledge, valued at well over 5,000gps. Also found here are various treasure maps both valuable and false. Frosk is almost never present however due to the strange nature of his "religion." He frequently signs on with powerful adventurers, guiding them on insane treasure hunts and searches for lost relics with which to expand his powers and dominion over life and death.

9. KITCHENS AND STORAGE

Foods not roasted over an open fire are prepared in the kitchen located behind the bar. Holly uses her unseen servant to help her prepare the days meals. There are enough dry goods and booze in the storage area to maintain up to 20 individuals for a month in the event of a siege. A doorway in the north wall of the kitchen leads to Forgutt's bar in the beer garden.

An extensive search of the stores finds a large solitary keg stuffed into the back corner labeled "Ol' Grognard" with a skull and three x's branded onto the side. The keg is tapped and produces pours a liquor which in and of itself tastes like blue lightning, though it has an uneven murkiness to the pour and seems to have a bit more peat, earth, and wood in its flavoring. Ol' Grognard is a special order from the bar, and is only asked for by a select clientele. If the cask is opened, the submerged and pickled corpse of a murderous Rhodensian bounty hunter named Ulrouth.

Ulrouth had the misfortune of running into Bull after he had murdered one of Bull's old adventuring band in the forest west of the Roadhouse. Bull had found the corpse along the road on his way to barter for whiskey along the slopes of Fanderburg, and was infuriated that his allies wounds were entirely around his neck and back. As fate would have it, as Bull was passing by on his return trip with a load of whiskey, he recognized his friends sword upon Ulrouth's back and immediately challenged the fellow to battle. The fight was swift and decisive. Lacking a decent space to dispose of the body, Bull struck upon the idea of an "ultra-premium" whiskey which he would share with any sheriffs, or those who would inquire as to the whereabouts of Ulrouth.

UPSTAIRS EXTENDED STAY APARTMENTS

The stories built above the east and west wings of the Roadhouse have been expanded in recent years to accommodate guests needing a bit more space for extended lodging. Such chambers afford adventurers in the Haunted Highlands a decent amount

of security as Frosk and Holly offer such additional amenities as magical alarms and wards for their chamber doors to keep would be thieves at bay.There are five rooms per wing.

WEST APARTMENTS

1-3W.

These chambers are empty and available for rent. Each chamber contains a double sized bed, chamber pot service, a dresser, wardrobe, iron bound wooden chest, writing desk and dressing screen.

4W. RICHARD OF REDGUARD'S CHAMBER

This apartment has been rented by Richard of Redguard for some time and there is a 15% chance he is present at the roadhouse. Richard's footlocker is locked and requires a successful Open Locks check (Challenge Level 5) to open. Richard once adventured with Bull and Frosk, and Frosk has trapped the chest with a Glyph of Warding which requires a successful Traps check to find (CL 10) and deals 10d4 points of damage to all within a 5 ft. radius when triggered.

Within the chest are a suit of chainmail as worn by soldiers of Karbosk, and a well-made battle-axe of no other special importance 1200 gp, an lapis lazuli statue of Fythele worth 200 gp, and an elven crafted knife… rare in these parts and worth 100 gp.

Richard of Redguard (He is a Neutral Good, Human 7th level Ranger whose Vital Statistics are HP 43, AC 20. His primary attributes are dexterity and Strength. His significant Attributes are strength 17, dexterity 18. His favored enemy is the troll. He wields a pair of twin +1 battle axes and due to his prodigious strength and dexterity is afforded the following attack bonus while wielding them (+9 Main Hand for 1d8+3 damage, and +6 Off Hand for 1d8+2 damage), He also carries a composite longbow, and wears a +1 chainshirt and a +1 ring of protection. He carries 1d4 flasks of oil and flint and steel which come in useful while hunting trolls.)

Richard began his career in the army of the Duke of Karbosk, and is now a renowned ranger and part time bounty hunter in the Duke's employ. He makes his coin collecting heads from trolls, and has earned the enmity of that horrid race. After leaving the army Richard adventured extensively with Bull and Frosk, and counts them among his closest friends. Kindly Castle Keepers can always introduce Richard to the PCs when characters find themselves caught in a deadly wilderness situation of their own creation that would result in the imminent destruction of their adventuring guild by way of total party kill.

5W. KIRIA HAND'S CHAMBER

Kiria Hand is an illusionist from Mantua who found herself at the Roadhouse after her adventuring party was ambushed by Kobolds near the cliffs of the Crater of Umeshti. She seeks to recruit adventurers to take her back to the ambush site and collect belongings and proof of life from her old band to send on to family and friends in Mantua and Eskadia. Kiria managed to survive the assault through judicious use of silent images and invisibility.

Kiria has collected a fair amount of coin casting illusions for Bull, or casting magic mouth on locks and chest for patrons as a way of protecting their property. She has made enough to have collected roughly 600 gp in reward money for recovery of her friends' items and or bodies.

Kiria Hand (She is a neutral good, 3rd level human illusionist whose vital statistics are HP 8, AC 12. Her primary attributes are Intelligence, Constitution, and Charisma. Her significant attributes are intelligence 15, charisma 15. She carries a quarterstaff, a silver dagger, 10 darts, and her spell book. Her typically memorized spells are 0th—Dancing Lights, Detect Illusion, Message, Mending.1st—Color Spray, Obscuring Mist, Silent Image. 2nd—Invisibility, Dark Chaos)

EAST WING EXTENDED STAY APARTMENTS

1E. THE DUCAL SUITE

Called the Ducal Suite, this is the most finely appointed chamber in the entire roadhouse with bedding, linens, woodwork, and stuffed furniture as would befit nobility. In truth the suite was actually designed for the benefit of Duke Mandras himself, for his occasional incognito visits to the area. Duke Mandras tends to sleep in the common room or one of the downstairs suites, pretending to be a passing mercenary of low rank while he appoints a member of his guard detail to the fine room of the Ducal Suite as prevention against assassins.

2E. WIZARDS SUITE

Appointed with a 2000 gp alchemical laboratory and a collection of historical texts which Bull and his allies have collected over the years, this room is marketed to visiting wizards as a place to study quietly away from the bustle and brutality of the common room and the noisome proximity the downstairs private rooms have to the action of the common hall.

3-5E. APARTMENTS

These chambers are laid out similarly to those found in the West Apartments 1-3w.

The Roadhouse in an Adventure Campaign

The roadhouse serves as a great base of operations for adventurers looking to explore the wilderness between the Crater of Umeshti and Dro Mandras. The variety of guests and visitors offers the Castle Keeper an opportunity to introduce new players to the campaign, and new non-player characters to the setting. It is always possible that Bull has established some bounty or another on roving bandits or magical beasts plaguing the area. Likewise it is a good place to gather rumors. Since the recent fall of East Dro Mandras, military patrols have ceased, and Bull is known to be gone for days and weeks at a time assisting the war effort at the behest of Duke Karbosk himself. As the invading armies have been fought to a standstill, Bull finds the time to travel back to the roadhouse on occasion to check on his investments and the safety of his patrons.

It is always possible that an orc war band may attempt to sack the roadhouse, requiring all patrons to pitch in to save the place (and their own necks in the process). Details on potential threats may be gleaned from encounter tables for the region found in the encounter appendix.

CHAPTER 2. AREAS OF ADVENTURE

The haunted highlands of the Karboskian Marches are a semi forested hill country known as a home to strange druids and unspeakable horrors. Caverns dot the hills, some carved by mortal hands and others by the natural will of the gods. Ruins of long destroyed villages dot the landscape, polluting the land with their restless dead. Likewise raiders and deserters from the armies of the Duke of Karbosk and King Yorgach serve as an ever present threat for banditry and murder.

Mynthnoc Cairns

Mynthnoc Cairns are an abandoned burial ground once used by the Ugashtan to bury their chiefs. The place has long since become a haunted place where the dead walk the land and rule the night. Strange ghostly lights are often seen after dark, even from a distance of many miles. Due to this strange light and the general haunted nature of the place, the Mynthnoc Cairns have given the highlands their reputation for being a haunted place.

The Mynthnoc Cairns are a challenge for characters of 4th-7th level or higher depending on the party makeup and strengths.

Built into the sides of rocky hills, the Cairns are a maze of twisting box canyons. Rusted iron and wood portcullises were once intended to seal the numerous burial chambers from tomb robbers. Of course age and weathering has cracked many of these cairns open and the presence of a great evil within the canyons has caused many of the dead to stir from their slumber to walk amongst the living once again.

RANDOM ENCOUNTERS

Check for random encounters every 30 minutes by rolling 1d6. During daylight hours, a roll of 1 indicates an encounter occurs. During nighttime hours, a roll of 1-2 indicates an encounter.

Roll 1d10	
1.	Zombie Gang (2d8)
2.	Ghoul Squad (2d6)
3.	Skeleton Gang (2d8)
4.	Ghast Band (1d6+1)
5.	Shadows (1d4+1)
6.	Allip
7.	Wraith
8.	Charnel Spider
9.	Rats
10.	Giant Bat

A. THE GHOUL CAIRN

A-1. Entrance

The old iron gate which once sealed this cairn has long since rusted open leaving its old lintels broken and lying in a crumbled pile beneath the cavern entrance. The ghouls, starving as they are, lie in wait just beyond the doorway, hidden in shadow requiring a successful wisdom check (CL 5) to notice.

GHOULS (5): *(These chaotic evil undead creatures vital statistics are HD 2d8, HP 9, AC 14. They attack with two claws for 1d3 points damage and a bite for 1d6 points damage. They have the special ability of paralysis and darkvision.)*

A-2. Burial Chamber

This rough-hewn chamber is cut thirty feet beyond the entrance to the cairn. The bodies of fallen warriors were once wrapped tightly in deerskin and placed here with great honor and ceremony. Now the chamber is lair to horrid flesh eating ghouls. The ghouls assume that the player characters are grave robbers and demand the return of their belongings as they attack. The ghouls are led by a ghast who was once a warlord amongst the Umashtan tribes. Even if destroyed, the ghouls reform in 1d2 days unless their archaic weapons and armor are gathered from the items plundered by Illjac and Taernin.

GHOULS (5): *(These chaotic evil undead creatures' vital statistics are HD 2d8, HP 9, AC 14. They attack with two claws for 1d3 points damage and a bite for 1d6 points damage. They have the special ability of paralysis and darkvision.)*

GHAST: *(These chaotic evil undead creatures' vital statistics are HD 4d8, HP 20, AC 17. It attacks with two claws for 1d4 points of damage per claw and a bite for 1d8 points of damage. They have the special ability of stench, paralysis, darkvision, and ghoul fever.)*

A hidden recess beneath the crypt of the ghast hides a golden torq worth 100 gp and a pointed crown of beaten gold which when studied with a read magic spell properly calculates the exact equinoxes and the appearance of every eclipse and the next 3 comets for 1000 years. The crown is worth 100 gp in gold, but a collector at the Tower of Nesturon would pay as much as 2200 gp for the information inscribed upon the crown. Unfortunately taking the crown does not quell the local curse!

B. CAIRN OF URTHRASTA

B-1. Entrance

A stench of evil emanates from this broken cairn. Carvings along the walls are hard to make out but if studied closely for 2-3 minutes reveal that this was once the burial place of a witch-queen who was greatly feared by the Umashtan people. A bard making a successful legend lore check reveals that Urthrasta was a necromancer and priestess of Nartarus, god of the walking dead.

B-2. Pit Trap

A covered pit trap (CL 3) is hidden beneath refuse. The pit is 30 feet deep and filled with shattered bones and animated skeletons. Rogues must make a successful find traps check of 15

or higher to discover the trap and an additional disable traps check of 15 or greater to disarm or overcome it. Player characters not noticing the trap fall 30 feet, taking 3d6 points of damage and are instantly attacked by the skeletons hidden amongst the piles of bones.

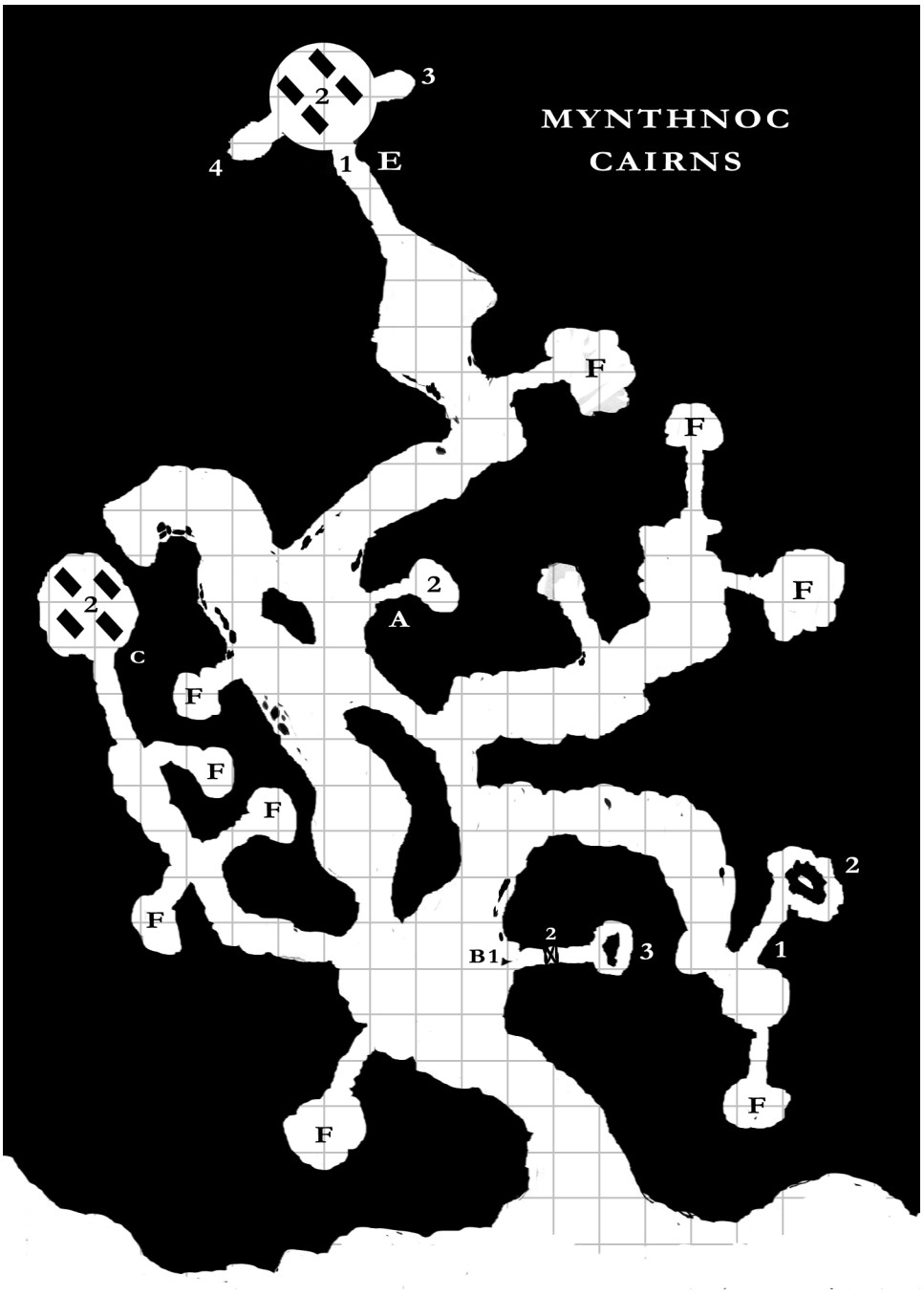
SKELETONS X 5 *(These are common neutral undead whose vital statistics are HD 1d12; Hp 6, AC 13. Their primary saves are physical. They attack with a club for 1d6 points of damage.)*

B-3. Tomb of Urthrasta

This rough-hewn chamber is set with a single stone slab, upon which lays the moldering remains of Urthrasta. A golden ringlet is affixed to her brow and her body is wrapped in rotting rags. A scepter of bones is carved into the side of Urthrasta's slab, denoting her allegiance to Nartarus. As the player characters approach, Urthrasta stirs and rises to challenge them.

Urthrasta may not immediately attack, but is despondent that Illjack and Taernin have invaded the cairns which she sees as her own private domain. She offers to spare the player characters and return the undead to their rest should they remove the living ones from her domain. If the player characters refuse due to arrogance, stupidity or the fact that they have a paladin in their party, she attacks.

URTHRASTA THE GREATER MUMMY *(She is a unique lawful evil greater mummy whose vital statistics are HD 11d8, HP 48, AC 24. It attacks with a slam for 1d12 points of damage. She has fire resistance 4 HP. And turn resistance of +6. Her special abilities are despair and mummy rot. She is only struck by magical weapons, but is subject to raising. If raised she is a woman in her late 50's.)*



TREASURE: Various urns and jars placed within her tomb are made from electrum, gold and other valuable materials valued at 300gp. The circlet upon her brow is a special item of a magical nature usable only to priests or necromancers of at least 8th level who worship Nartarus. It is otherwise worth 1000gps. The circlet allows a cleric or necromancer to command and control double their normal hd of undead. To such villains, the circlet is worth 5500gps. It may only be destroyed by a lawful good cleric of at least 10th level after completing a very complex ritual involving the casting of bless, dispel magic, immersion in holy water and shattering it with a good aligned magical weapon of at least +3 enchantment.

Should the circlet be removed from the tomb but not destroyed properly, Urthrasta reforms in 1d4 days to again punish the tomb robbers and return to the cairns.

C. DOLMEN OF THE FOUR LORDS

C-1. Entrance

Like the other cairn entrances, the grate which once sealed this cave is broken open. The tunnel beneath the entrance descends sharply, requiring a dexterity check of 14 or better to descend without losing ones footing and slide directly into the burial chamber.

C-2. BURIAL CHAMBER OF THE FOUR LORDS

This burial chamber once housed the remains of four warlords of a dead line of Ugashtan clansmen. The rousing of Urthrasta and the pillaging of their tomb has returned the corpses of the dead lords as wights. The wights demand the return of their burial treasures. If the player characters do not have them, the wights attack.

WIGHTS (4): *(These lawful evil undead creatures' vital statistics are HD 4d12, HP 28, AC 15. They attack with a slam for 1d6 points of damage. Victims struck by a wight must make a constitution save (Challenge Level 4) or lose one hit dice or experience level.)*

D. LAIR OF THE CHARNEL SPIDER

D-1. Entrance

The entrance to this cairn is knotted with spider webs which must be cut through, taking 1d10 minutes or burned out (taking one minute) with magic or torches and oil. This causes the charnel spider in area D-2 to immediately attack the intruders.

D-2. The Spiders Lair

This chamber is home to a charnel spider. The foul creature occasionally leaves its lair to crawl forth to animate zombies and skeletons within the canyons and caverns of the Mynthnoc Cairns. If the charnel spider has already been encountered randomly and defeated, then this chamber is empty save for the web wrapped zombies found here. Illjac and Taernin have managed to fight the creature to a standstill killing its mate and as such it now avoids them.

CHARNEL SPIDER *(This neutral evil creature's vital statistics are HD 4d8, HP 20 and AC 15. Its primary attributes are physical. It attacks with a bite for 2-8 points of damage. It injects poison with a successful attack.*

ZOMBIES X 8 *(These neutral evil undead creatures' vital statistics are HD 1d12, HP 4, 8 , 6, 7, 8, 5. 5. 12 and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage.)*

Treasure: There are 166gps worth of gems, jewelry and coin collected here in a bundle of webs. Likewise a suit of +1 leather armor a +1 shortsword, 2 potions of levitate and a wand of magic missiles with 20 charges are scattered throughout the webs, being the remainder of an ill fated party of tomb robbers who are now zombies within the tomb.

E. ILLJAC AND TAERNIN'S HIDEOUT

E-1. Entrance

The entrance to this chamber is hung with a ratty funeral shroud which blows slightly in the wind, being the only indication of something amiss amongst the other shattered cairns in the region. As the player characters approach, they notice several zombies wandering aimlessly about the cavern entrance. If the player characters attempt to enter the cavern, the zombies attack.

ZOMBIES *(These neutral evil undead creatures' vital statistics are HD 1d12, HP 4, 8 , 6, 7, 8, 5. 5. 12 and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage.)*

E-2. Central Crypt

It is likely this chamber once served as a mass burial pit. The stone sarcophagi now serve as tables for Taernin's various experiments or as holding places for the mass of treasure they have accumulated plundering the region of the cairns. Taernin and Illljac are generally found sipping wine or counting their loot within this chamber as the player characters arrive. If the player characters make too much noise dispatching the zombies however, they hide within the curtained alcoves to the east and west, waiting the appropriate time to spring an ambush or make their escape.

TREASURE: Lying about the chamber are dozens of items plundered from the various cairns in the region. Illjac and Taernin have accumulated 1,489gps worth of jewelry, coin, and antique objects of art in recent months.

They have also found the following items:

Crowns of the Four Kings: Four ornate circlets set with natural uncut gemstone valued at 600 gp each and belonging to the wights in area C.

(4) +1 Longswords: These longswords belonged to the four kings of area C.

10 archaic breastplates: The design and scrollwork upon these breastplates places them at a value of 600gp each. These breastplates belonged to the ghouls and ghast of area A.

10 archaic longswords: The design and quality of these swords, as well as the jeweled pommel and hilt stones sets their value at 100gp each. These swords belonged to the ghouls and ghast of area A.

E-3. Illjac's chamber

This tomb once held a young Umashtan leader who was cut down far before his prime. It now serves as the sleeping chamber for Illjac. Illjac is a cleric of the mad god Soagoth and a known grave robber who was chased away from Dro Mandras. While on the lam, Illjac made his way to the forbidden burial sites of the Umashtan folk and has as thus spent much time plundering its sealed cairns for treasure and forbidden knowledge. During the process he has come into the company of Taernin, an assassin bearing a sentence of death from both the Duke of Karbosh and the Creeping Death Assassins Guild.

If the player characters have made substantial noise in approaching the hideout, Illjac prepares protective spells for himself in order to better combat any intruders. As fighting commences, Illjac does his best to keep to the doorway of his room to avoid being flanked or attacked by multiple foes. Aside from his bedroll and worn adventuring equipment, this chamber is devoid of any valuables.

If battle goes against Illjac and Taernin, Illjac casts sanctuary and attempts to flee the area of the cairns.

ILLJAC, DEVOTEE OF SOAGOTH *(He is a chaotic evil, human 6th level cleric whose vital stats are HP 28, AC 20. His primary attributes are wisdom, constitution, and intelligence. His significant attrubte is wisdom 16. He carries a +1 flail, +1 full plate, +1 large steel shield, a scroll with the following spells written upon it: sanctuary, desecrate, magic circle of protection from law, and animate dead x3. He possesses 3 potions of cure light wounds. Illjac's typically memorized spells are as follows. 0th-Detect Good; Detect Magic, Create Water, Endure Elements; Light Object. 1st-Command, Bless, Invisibility to Undead, Shield of Faith. 2nd-Darkness, Hold Person(x2), Spiritual Weapon. 3rd-Animate Dead, Dispel Magic)*

E-4. Taernin's Chamber

As the player characters explore the central crypt ,Taernin observes them through the funeral shroud hung over the doorway to this abandoned burial chamber. He waits for the right moment to distract the player characters and slay the nearest party member with his death attack ability.

Should battle with the player characters turn against Illjac and Taernin, Taernin drinks his potion of invisibility and his potion of haste and seeks to flee the area with his life. Of course he would remember the player characters. There is a 25% chance that Urthrasta catches Illjac and Taernin before they manage to escape the cairns, intending to exact her own revenge.

TAERNIN *(He is a neutral evil, Halfling, 5th level assassin whose vital statistics are HP 18 and AC 16. His primary attributes are dexterity and constitution. His significant attribute is dexterity 16, he carries a +1 short sword, wears +1 leather armor of Halfling size, and hides a potion of invisibility, a potion of haste and a potion of cure light wounds upon his person. His satchel contains 1100 gp worth of funerary goods stolen from the nearby crypts. These items must be returned in order to lay the dead to rest.)*

F. COLLAPSED CAIRNS

These cairn entrances have collapsed due to time, weather and natural phenomenon. Player characters spending at least one day digging out the rubble may find passage into the tombs beyond. Presence of a dwarf or gnome in the party reduces the digging time by 1/2 for each dwarf or gnome. They require player characters passing them to make a successful wisdom check of 20 or higher to notice. Elves and dwarves need only score an 18 or higher to spot the collapsed entrances for what they are. There are a dozen such collapsed cairns within the region.

There is a 50% chance that the collapsed tomb holds the walking dead. If a score of above 50 is rolled on d100, roll again for a random encounter using the Mynthnoc Cairns random encounter table, disregarding an encounter with the charnel spider.

TREASURE: Each cairn contains 4d10+100gps worth of gold and jewelry. There is a 50% chance that 1d2 random magical items are present as well. These items may be potions, scrolls or magical arms and armor of no more than +1 value. If these items are plundered from the tomb, the spirit of the inhabitant rises to attack in the form of an undead unless undead were already present and accounted for.

CONTINUING ADVENTURES IN MYNTHNOC CAIRNS

The player characters may continue to search the area as they feel appropriate, putting down undead and possibly plundering the tombs for treasure. Plundering the tombs raises the ire of the Ugashtan people, making them forever the sworn blood enemies of the player characters. A bounty of 500gp each is offered for the heads of both Illjac and Taernin. Returning the two criminal tomb robbers dead or alive to more civilized lands such as Dro Mandras or the Roadhouse gains this reward and the prestige of having brought down a pair of notorious villains. Returning the treasures to the various cairns where they were stolen causes the dead to settle again into a more or less restful slumber and allows the Ugashtan to again bury their dead in these hallowed hills.

Should Illjac and Taernin escape the player characters, they would prove to be interesting recurring villains in future adventures devised by the Castle Keeper to keep player interest captivated over the course of a lengthy campaign. In this case, Illjac and Taernin as individuals or a team may recruit new villains with which to harass the player characters. Perhaps the player characters capture the duo only to have them slip free of their captivity moments before they are set to be executed by local authority figures.

THE RUINS OF BORTENSKI

This ruined village was once the home of a hundred or so hearty souls, now decimated to a man when Yorgach brought his forces through this region of the marches en route to East Dro Mandras. Yorgach's forces slaughtered the inhabitants in a frenzy of blood, beheading everyone in the orc king's insane search for the Century of Skulls. In failing to find the proper skulls, the heads were piled in the village square, just outside the charred rubble heap which once housed the church of Vanium the Fearless.

Currently the few outlying buildings that were not completely destroyed during the pillage have been converted into shanties. These shanties are used as a base of operations by the Slaughterer's Crewe, a band of wicked cutthroats under the command of Captain John Slaughter, a well known bandit.

Slaughterer's Crewe Encampment

Occupying what was once a stable and outbuildings, John Slaughter's gang of bandits has made itself comfortable in the Ruins of Bortenski. Figuring that after the sack of the village, none would bother searching for him here, John has set up a small base of operations for the squad bandits under his direct control. John is a respected and feared bandit captain,

and frequently recruits bandits led by lesser bosses into the Slaughterer's Crewe.

It should be noted that 50% of Slaughter's band is away from the camp at any given time, raiding merchant caravans or ambushing lone travelers to bring revenue for the Crewe.

A. The Lookout

A lone bandit sentry hides atop the only unscarred tree in the region of the ruins. Here, the sentry scours the horizon for signs of vengeful Karboskian militia-men or ravenous monsters which now plague this once relatively safe area on the border between the Karboskian plains and the marches. Player characters must make opposed wisdom checks to the bandits hide check in order to notice his hiding spot high in the branches of this aged hawthorn tree. Should the lookout spy approaching player characters, he gives the whistle of a cardinal to alert the bandits hidden amongst the rubble walls to prepare an ambush and lies in wait for the trap to be sprung.

BANDIT ROGUE *(This is a neutral evil, human 1st level rogue whose vital statistics are HP 4, Ac 14. His primary attributes are constitution, dexterity, and wisdom. He wears leather armor and carries a shortsword, shortbow, and 20 arrows.)*

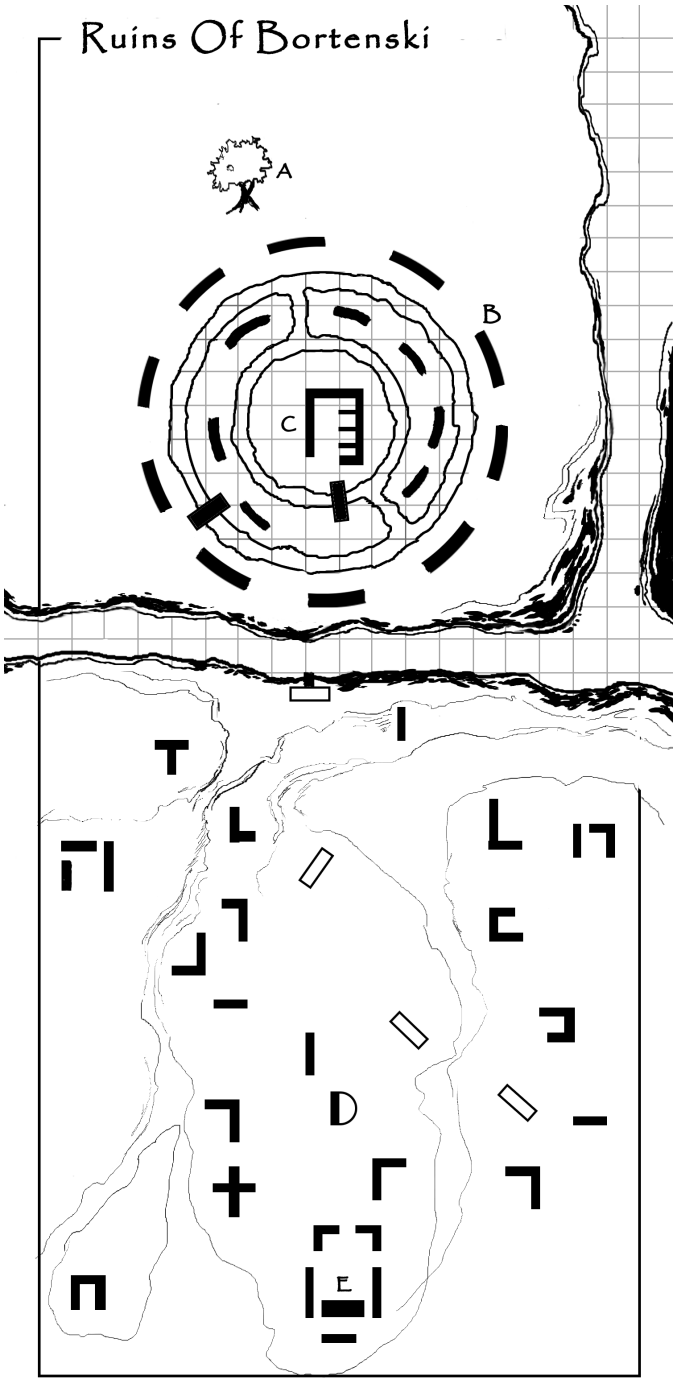
B. The Rubble Walls

These collapsed walls have been rearranged in a set of two concentric circles and ditches around the ruin of the stables. The bandits have busied themselves when not raiding with digging trenches which they are ordered to guard in rotating shifts of 3-6. The bandits use the rearranged rubble and trenches as breastworks with which to snipe at those who have come too close to their lair. This breastwork and trench system offers the bandits a +2 to their armor class until foes have managed to join them in melee combat. The rubble walls are reinforced by bandits hanging out at the hideout in 1d4 rounds in the event of trouble.

BANDIT FIGHTERS 1D4+2 *(These are neutral evil, human 1st level fighters whose vital statistics are HP 8, and AC 14. Their primary attributes are strength, constitution, and wisdom. Their significant attribute is strength 14. They carry a spear, longbow, 20 arrows, longsword, leather armor, and a large wooden shield.)*

C. The Hideout

This stable has three remaining outer walls and 4 remaining stalls which serve as Slaughter and Fenro's sleeping quarters, as well as the sleeping chambers for under-bosses which happen to be at the hideout at any given time. If the bandits have been warned of approaching foes, they move out of the hideout to join their brothers and sisters at area F-2. Slaughter, Fenro, 1d6 bandit fighters and 1d4 bandit rogues may be found at the hideout at any given time. Enough light warhorses are picketed outside the hideout, grazing in the yard, for each of the bandits present at Slaughter's encampment. Tack and harness for the beasts lies piled under a canvas tarp on the outer wall of the hideout.



BANDIT FIGHTERS (1D6): *See Above*

BANDIT ROGUES (1D4): *See Above*

BANDIT BOSS *(He is a neutral evil human 3rd level fighter whose vital statistics are HP 16, and AC 16. His primary attributes are strength, constitution, and wisdom. His significant attribute is strength 16. He carries a spear, longbow, 20 arrows, longsword, chain shirt, large steel shield, and rides a light warhorse whose vital statistics are HD 3d10, HP 20, AC 14, and its primary attributes are physical.)*

FENRO *(She is a neutral evil human female 4th level illusionist whose vital statistics are HP 8, AC 16. Her primary attributes are intelligence, charisma, and wisdom. Her significant*

attributes are intelligence 16. She carries a +1 quarterstaff, or wears a +1 ring of protection and +1 bracers of armor. She has the following items in her pack:1 potion cure light wounds, 432 gp in gems, jewelry and various coins; Spells: 0th-Ghost Sound, Dancing Lights, Mending, Read Magic. 1st-Color Spray (x3), Silent Image. 2nd-Blur, Invisibility, Mirror Image)

Fenro is Slaughter's chief lieutenant, her use of color spray making the capture and robbery of merchant caravans a simple chore when combined with the skills and abilities of Slaughter and his under-bosses. She has a price on her head, wanted dead or alive, of 400gp in most civilized lands. Due to her use of illusions however, most folk do not know what her face actually looks like, and any eyewitnesses to her depredations are of course, quite dead.

CAPTAIN JOHN SLAUGHTER *(He is a chaotic evil human fighter whose vital statistics are HP 40, AC 17. His primary attributes are strength, wisdom, and constitution. His significant attributes are strength 16. He carries +1 Bastard Sword, and wears a +1 breastplate, Ring of Jumping. He has a bag of holding, 3 potions of cure light wounds, 1 potion of invisibility, and 800 gp in various gems, jewelry and coin.)*

John Slaughter once served in the armed forces of Karboskia and thus knows their patrol schedules, their officers and their methods, keeping him always one step ahead of the law. He is a wanted man who decided he would make more money taking what he wanted rather than living off of army pay. He is also wanted for murder, armed robbery, highway robbery, assault, torture, kidnapping, crimes against nature and worse. Don't ask what worse is, for you do not want to know. Captain John will do anything to save his own hide, seeking to escape in the event that a fight turns against him. He would sacrifice his own mother to save his own hide - in fact he already did, and its one of the many crimes he is wanted for. The bounty on Captain John is 600gp, payable at any civilized outpost or town for his body dead or alive.

D. Ruined Village Center

This was once the hub of Bortenski's social and religious life. Now all that remains are piles of charred and broken timber and stone. Sitting in the center next to a building which once had been a mighty church are a pile of 90 rotting heads, swarmed upon by hundreds of rats and ravens.

RATS (1D100) *(These small, neutral vermins' vital stats are HD 1d4, HP 2, AC 13. Their bite deals 1d2 points of damage. Their bite has a 10% chance of causing an infectious disease.*

RAVENS (8-72) *(These small neutral animals' vital statistics are HD 1d2, HP 1, AC 14. They have no attacks, but quickly shred a corpse to bone within 1d4 minutes.)*

Chasing off the rats and burying the skulls earns the player characters 100 bonus experience points each.

Casting speak with dead on one of the heads tells the tale of Yorgach's arrival at the head of his vanguard and the slaughter of the people at the hands of orcs, ogres, goblins and trolls.

E. Desecrated Alter of Vanium

Cracked and smeared with blood and filth, this once highly polished marble altar dedicated to the God of Valor is all that remains of a church built in his honor. Player characters taking the time to clean the altar of the filth and waste find themselves blessed by Vanium for their good deed. This blessing acts exactly as the bless spell, but lasts for one full week. Paladins or clerics of Vanium cleaning off the altar receive 100 bonus experience points for their good deed and gain one extra 1st level spell for one week, or a the effects of a bless spell that last for 1 week.

THE WITCH MOOR

This highland peat bog is known for its thick fogs and sucking mud pits which can drag a man or beast to its death in seconds. Despite these dangers, locals living on the edges of the bog will brave its dangers for the bounty of cranberries, sloe berries and peat, the latter of which may be dried and used to fuel their fires. None venture too deeply into this trackless moor however, for fear that Relletina the Hag will catch them and grind their bones to make her bread. Folk of the southlands tell tales of Relletina to frighten their children into behaving. Few suspect that Relletina is a real creature, craven and twisted by Jokashka into the hag that she has become.

The Witch Moor is a dangerous place, unsafe for characters below 4th level. The boundaries of the moor should only be crossed with great care.

RANDOM ENCOUNTERS

1. Owlbear
2. Banshee
3. Otyugh
4. Worg
5. Ogres (1d4)
6. Ogre Mage
7. Harpy
8. Shambling Mound
9. Giant Frog
10. Relletina the Greenhag

SPECIAL FEATURES

Travel through the Witch Moors must be taken with care lest individuals become lost, or fall into a bog pit and drown. The Witch Moors also have an enchanted fog which begins roughly 30 yards into the moor that confuses travelers and causes them to lose their way. No scrying spells cast by non-evil beings may be used in this thick fog. For this reason it has been almost impossible for paladins of Vanium or other goodly heroes to track down Relletina and destroy her once and for all.

FOG: The fog causes bewilderment, meaning player characters must make a successful wisdom save of 15 or higher or become hopelessly lost in the moor and unable to escape. Once failed,

this effect remains until Relletina is slain and the cursed fog is lifted. Evil beings are unaffected by the bewilderment, seeing it as a normal fog.

TRAVEL: Movement through the moors is done at 2/3rds standard movement rate and is impossible for horses, ponies or other like mounts to bear a rider through. For every hour that player chracters travel through the moors they must make a dexterity check of 12 or better or fall into a quagmire.

QUAGMIRES: Escaping a quagmire requires a successful dexterity or strength check of 15 or better. Beings caught in a quagmire sink in 1d4+1 rounds and begin to drown, and will die from drowning in 1d4+1 rounds.

A. Relletina's Hovel

Hidden near the center of the moor is the hovel of Relletina the Green Hag. The hovel is surrounded with a fence made from the bones of her victims and is otherwise made of piled peat slabs, driftwood and the round shields of would be heroes.

A pair of hellhounds roams the yard surrounding the hovel, attacking anyone foolish enough to tread too closely to Relletina's home. Relletina attacks anyone who enters her domain as soon as the hellhounds start to bay. Relletina has a tendency to sneak out of her hovel, circle around intruders and pick them off one at a time if possible, stalking any remaining foes thru the moors like a lioness hunting down her prey.

HELLHOUNDS (2) *(These lawful evil beast's vital statistics are HD 4, HP 22, AC 16. Its primary attributes are physical. It attacks with a fiery bite (1d6+1d6 fire damage) and can breathe a fiery pellet that explodes for 4 points of fire damage when it contacts an opponent.)*

RELLETINA THE GREEN HAG *(This chaotic evil creature's vital statistics are HD 9d8, HP 54, AC 22. Her primary attributes are Mental and Physical. She attacks with two claws for 1d4+r points of damage. Her special abilities include Spell Like Abilities, Weakness, Mimicry, Camouflage. She carries a Wand of Magic Missiles with 20 charges and Relletina's Horn of Fog.)*

TREASURE: Relletina keeps a +2 battleaxe, +2 dagger, 3 potions of cure light wounds, a flask of curses, a suit of elven chain and 2144gps hidden in a hole beneath her mattress. The hole requires a successful wisdom check (CL 10) to find.

RELLETINA'S HORN OF FOG

This horn of fog acts exactly as a normal horn of fog with the following differences when used by Relletina herself.

1. The fog never dissipates.
2. The fog causes bewilderment, meaning player characters must make a successful wisdom save of 15 or higher or become hopelessly lost in the moor and unable to escape. Once failed, this effect remains until Relletina is slain.
3. The fog cloud and all of its fog effects are twice the standard size when used by Relletina.
4. Scrying magic is ineffective against the fog. This effect does not work when scrying spells and detections are cast by evil individuals.



B. The Ogre Mound

The ogres of this peat mound serve Relletina and feast off the leavings from her boards. She has been wise to share treasures gleaned from lost travelers these many years, making the ogres faithful if somewhat stupid allies. The mound actually houses eight ogres, but there is typically only 1d4 present at any given time as the others ply their way through the moors in search of food or foes to capture and hand over to Relletina for shiny coins and treats.

OGRES (1D4) *(They are large, chaotic evil giant, whose vital statistics are HD 4, HP 27, AC 16. His primary attributes are physical. He attacks with a slam (1d10) or a large club for (2d4+3). Possessions: a 50 gp amethyst, 50 gp.)*

TREASURE: Hidden in the refuse of the mound, the ogres have acquired 5d12+20gps in various coin and gemstones. They also possess a +1 suit of studded leather armor, a +1 scimitar and a +1 small wooden shield which they use as a dinner platter.

HIGHLAND SETTLEMENT OF UGASHSTAN

POPULATION: Roughly 250 adult males and females, with 50 sub-chiefs, 5 warlords, 10 druids, 4 clerics of Bowbe, 40 thralls and 200 non-combatants made up of elderly and children. The ruler is Hammundur, War Chief of Ungashtan.

Deep in the highlands is the settlement of the Ugashtan people. Ugashtan warriors are a hearty lot, being the direct descendants of the survivors of the ancient Umeshti people, destroyed all those thousands of years ago during the first great war of the gods. They have forgotten much of their ancient ways and all that remains is transfixed upon their culture in a myth cycle which shows a great disdain for sorcery and arcane magic.

Strangers traveling in the vicinity of the settlement are met with a Ugashtan war band consisting of a sub-chieftain and 2d8 warriors. See the important personages section for information on the makeup and strength of a Ugashtan war band. The war band seeks to turn aside folk who have no good business visiting their holdings.

The Ugashtan settlement comprises roughly forty stone longhouses with thatched roofs and houses a family group. The Ugashtan are a fierce and proud people who long ago made their peace with the old Duke of Karbosk, swearing to protect their highlands from monstrous invaders in exchange for semi-self rule and the conscription of a number of their warriors as shock troops for the armies of the duke.

The Ugashtan have a tribal headman council led by their war chief Hammunder and counseled by the Druids of the Grove of the Green Man in spiritual matters. If any deity is truly worshipped here it is Bowbe, who is the patron of the Ugashtan war lodges. Few prayers are offered to Bowbe, who is unlikely to answer them in any event.



THE UGASHTAN PEOPLE

The Ugashtan have a ruddy complexion and hair ranging from reddish brown to dirty blond and have clear grey eyes. They dress in animal pelts, woolen kilts, chain shirts or whatever peace meal armor they have lying about that does not interfere with the welderunng (primal fury). Ugashtan have a racial +1 to all saves versus magic/illusions and fear effects but suffer a -1 to saves versus confusion and charms.

The Ugashtan culture is divided into three primary clans. The Blood Moon Clan is the largest, commanding three warlords, and ruled by the Ugashtan war chief Hummunder. The remaining two clans consist of the Strong Buffalo Clan and the Fast Axe Clan, denoted by tribal motifs carved into their weapons and armor or painted and tattooed to their skins. Children born to thralls are automatically inducted into the clan they are born into despite their parents continued servitude. Local druids see to the delivery of newborn infants when they are available.

A Ugashtan family group consists of 1d4 adult males led by a sub chieftain of the tribe, 1d2 adult female wives (fight as men) and 1d4 children or elderly who are considered non-combatant. There is a 50% chance that a family group also has 1d4 thralls or slaves captured as spoils of battle who help with cooking, cleaning and farming or to insure the strength of the Ugashtan blood line is not spoiled by inbreeding.

The Ugashtan defend their territory fiercely, the sub-chief having a war-horn with which to call neighbors in the event of an attack. Neighboring warriors arrive in 1d4 minutes, with additional warriors arriving every 1d4 minutes after that.

IMPORTANT PERSONAGES

HUMMANDER, UGASHTAN WAR CHIEF *(He is a chaotic neutral 8th level human barbarian whose vital statistics are HD 8d12, HP 60, AC 18. His primary attributes are strength, constitution, and wisdom. He wields a +2 two handed axe and wears a +2 chainshirt.. He wields a longbow with 20 +1 arrows, and carries a bag of holding with 2400 gps in various gems, coins, and jewelry. Hummander rides a heavy warhorse and has the Hillrunner ability, and Welderunng ability from the Players Guide to the Haunted Highlands.)*

Hummander is a fierce and proud warrior who has earned the respect of the Duke of Karbosk. He has four wives and a dozen children, including two sons and a daughter who serve as warlords in the Ugashtan tribe. Hummander is a no nonsense leader who can smell a trap or a lie as easily as he can fell an ogre in one blow. He may offer lodging to travelers who pay him proper tribute (determined by the Castle Keeper) but is known to burn witches (wizards or illusionists) and clerics at the stake and hang their charred skulls at the borders of his land should they annoy him.

Hummander has sent many warriors to the battles of Dro Mandras, but has as yet not been offered sufficient funds to risk traveling to the battlefront and leave his settlement unprotected. Hummander may offer directions to other areas of interest within 30 miles of his land, and lend a sub-chief and war band as guides to the edge of these forbidden territories for a nominal fee.

Hummander is quick to dissolve blood feuds which occasionally erupt between his warlords and sub-chieftains. Being the master of the ruling Blood Moon Clan, he has been known to personally execute traitors and their entire family, or banish warriors who show weakness in battle.

War chiefs are elected through a battle ritual upon the death of the current war chief during the funerary rites of the previous ruler. Typically, though not always, this war chief rises from the clan of the previous war chieftain. Hummander himself defeated two cousins and a brother to gain control of the Ugashtan clans.

UGASHTAN WARLORD *(They are chaotic neutral 5th level human barbarians whose vital statistics are HD 5d12, HP 36, AC 17. Their primary attributes are strength, constitution, and wisdom. Their significant attributes are strength 17. They carry a two handed axe, or two handed sword, a longbow, 20 arrows, 2 potions of cure light wounds and 5d6 worth of gold, jewelry and coin.)*

These blue painted warlords are the kinfolk of Hummander and leaders of the war lodge who sit in council with their chieftain. They seldom shy from a good fight but are smart enough to cut and run if the welderunng has not taken hold of them. A Ugashtan warlord typically commands 10 sub-chieftains who have a familial bond to their clan. A warlord may be a man or woman, as no distinction is made between the sex of the rulers. The Ugashtan judge their leaders by their prowess in battle rather than their anatomy.

Warlords are elected through a trial of battle (typically non-lethal hand to hand combat), upon the death of the current warlord. This rite of ascension takes place as part of the funerary ritual for fallen leaders.

UGASHTAN SUB-CHIEF *(They are chaotic neutral 3rd level human barbarians, whose vital statistics are HD 3d12, HP 20, AC 16. Their primary attributes are strength, constitution, and wisdom. Their significant attribute is strength 16. They wear hide armor and carry a large wooden shield, longsword or battle axe, a long bow, 20 arrows, a warhorn, and 3d6 gp worth of coin, and looted jewelry.)*

Ugashtan sub-chieftains are the backbone of the Ugashtan people and may be men or women, commanding their family clans to battle under the direction of Hummander and his warlords. Ugashtan sub-chiefs have a say in the tribal council, and each commands as many as 2-8 Ugashtan warriors.

UGASHTAN TRIBESMAN (2D8) *(They are chaotic neutral 1st level human barbarians whose vital statistics are HD 1d12, HP 10, AC 15. Their primary attributes are strength, constitution, and wisdom. Their significant attribute is strength 15. They wear hide armor and carry a large wooden shield, battle axe or longsword, a longbow, 20 arrows, and 1d10 gp worth of coin or jewelry.)*

ROAAM, DRUID OF THE UGASHTAN *(He is a neutral 5th level human druid whose vital statistics are HD 5d8, HP 23, AC 15. His primary attributes are wisdom, constitution, and charisma. He wears hide armor, and carries a +1 scimitar, a +1 sling, 20 sling bullets, 3 potions cure light wounds, 1 potion neutralize poison, scroll: entangle plants, barkskin, call lightning 400 gp in various coin, jewelry and treasure; Spells: 0th-First Aid, Know Direction, Detect Poison, Purify Food and Drink. 1st-Entangle Plants, Calm Animals, Obscuring Mist, Alarm. 2nd-Heat Metal, Warp Wood. 3rd-Call Lightning.)*

Roaam is the younger brother of Hummander and serves with Dumangong as the spiritual and political advisors to the war chief. Roaam was taken by the druids of the Grove of the Green Man when he was only a boy, and returned as their special envoy when he came of age amongst their circles. Roaam is served by three 2nd level and five 1st level druids from the Grove of the Green Man. They concern themselves with the care of animals and the healing of Ugashtan warriors, being of the same racial stock.

DUMANGONG, THE MOUTH OF BOWBE *(He is a Chaotic Neutral 6th level human cleric whose vital statistics are HD 6d8, HP 32, AC 18. His primary attributes are strength, constitution, and wisdom. His significant attributes are wisdom 16, strength 14. He wears a breastplate and a +2 ring of protection. He carries a +1 warhammer, large steel shield, 4 potions of cure light wounds, +2 ring of protection, 1 gallon of Ugashtan Ale; Spells: Oth-Detect Law, Detect Magic, First Aid, Light Object. 1st-Command, Cure Light Wounds, Protection from Law, Shield of Faith. 2nd-Augury, Hold Person, Spiritual Weapon, Lesser Restoration. 3rd-Bestow Curse, Dispel Magic)*

Dumangong is a foul mouthed drunkard, who happens to have the questionable blessings of the barbaric deity Bowbe. Dumangong is the cousin of Hummander and was born into the Blood Moon Clan. Disliked by some, he is feared and revered as the spiritual leader of the war lodges. Bowbe has granted Dumangong (as all other priests of Bowbe) with the ability to enter the welderunng once per day.

Young warriors who have come of age and are ready to enter the war-lodge are brought before Dumangong in a secret ritual (just as they attain Barbarian level 3). Here he instills the welderunng upon them, cursing vehemently the name of Bowbe, for being such a hard and uncaring deity as he beats them senseless with an axe handle.

Dumangong is served by three 2nd level acolytes of Bowbe who assist him in his rituals and commonly go about the settlements of the highlands to fetch liquor or sacrifices of roasted meat for their master.

Locations of Interest

A. UGASHTAN LONGHOUSE

The longhouse has roughly 4 rooms and a large living space in the center with a smoke slit and fire pit. Each household keeps 2d10 goats, 2d10 chickens and a farm plot for growing potatoes, yams and turnips. The sub-chieftain keeps a medium warhorse in the event he is called off to war or to defend the Ugashtan lands from invaders.

B. WAR LODGE OF THE UGASHTAN

This low circular stone structure is flanked with statues of the coarse bearded barbaric god Bowbe and Ursos, the sprit bear. The doorway is always guarded by 2 sub-chieftains, whose vital information is found under the heading of Important Personages.

B-1. Temple Hall

The inside of the structure descends ten feet to a hard packed dirt floor and a circle of eight stone thrones. Several long low tables and wooden benches are also found here and surround a broad circular fire pit in the center of the chamber.

The fierce likeness of Bowbe emerges in rough hewn wood carving from the northern wall, its dark oaken eyes staring balefully at a crude stone altar which stands between a pair of massive outstretched hands cut from the native bedrock. The altar is caked with dried blood and piled with the bleached skulls of ogres, hill giants, orcs and other fell humanoids who have raised the ire of the Ugashtan people. It so happens that one of the skulls located in the pile is that of a thief who offended the Ugasthtan by attempting to spy on the rites of the welderunng. Unknown to the Ugashtan, the head is one of the Century of Skulls coveted by the orcish King Yorgach the Ravager. Yorgach would tear the Ugashtan settlement down stone by stone if he knew that it was here. As orcs and goblins have a long standing fear of the Ugashtan, it is likely that Yorgach would have to travel here himself in order to recover it.

As with most Ugashtan structures, a smoke slit in the ceiling acts as a natural chimney and reveals the sky beyond. Kegs of strong ale lie piled behind the stone thrones, as well as earthenware crocks filled with strong Ugashtan vodka and Blue Lightning whiskey which is stilled by the Ugashtan and traded to Bull at the roadhouse.

At least one priest of Bowbe may be found in the War Lodge at any given time, as well as 1-2 warlords and 2d4 sub-chieftains. Ugashtan warriors below 3rd level are not allowed entry into the War Lodge as they have not yet been inducted into its hallowed order.

The War Lodge serves as the community's drinking hall, war room and temple to the god Bowbe. Induction rituals and victories over the foes of the Ugashtan are celebrated here as keen insults are hurled at the mighty Bowbe for "borrowing one's axe" during a critical fight or "failing to show up in time for the battle." It is assumed that the god cannot be bothered, or was busy slaying giants in some primitive plane.

Foreigners are strictly forbidden entrance into the War Lodge on pain of death. Smart travelers would heed this warning, lest they find their skull piled amongst those of defeated Ugasthan foes.

A secret door is hidden in the mouth of Bowbe, requiring player characters to make a successful wisdom check of 20 or better to find.

B-2. Dumangong's Sanctuary

This chamber is dug into the very bedrock of the hill upon which the War Lodge temple sits. It has a fireplace, and straw filled bed. A locked iron chest sits in one corner and a low table and chair sit near the fireplace. Runic inscriptions line the walls of the chamber, and when deciphered, most appear to be crude epitaphs begrudging Bowbe of his cruel and asinine ways.

TRAPPED CHEST: The chest is guarded with a blast rune CL 6 which must be dispelled or disarmed. The rune may be detected via use of a detect magic spell or if a rogue makes a successful find traps check. The trap may be dispelled with a dispel magic spell, or disarmed by a rogue making a successful disarm check. The blast rune deals 5d4 points of fire damage to anyone within 5 feet when it is triggered.

TREASURE: A common suit of breastplate armor, a warhammer, two handed sword and a chain-shirt hang on hooks bolted into the stone walls.

The treasure chest contains 500 gp, 2 potions of cure light wounds, and 2 of raise dead, used only in the rarest of circumstances. If the blast rune is set off, the scrolls and potions are destroyed.

C. NURNDURL'S SMITHY

Nurndurl is the clan blacksmith. Although many of the sub-chieftains and warlords are skilled at the forge, most turn to Nurndurl to repair their gear and forge new weapons not plundered from the fields of battle. Nurndurl may do the same

for travelers who have been welcomed into the Ugashtan settlements for the standard fee. Nundurl is assisted by his three children and wife, all of which are Ugashtan warriors.

NURNDURL *(He is a chaotic neutral 5th level Human Barbarian whose vital statistics are HD 5d12, HP 35 AC 16. His primary attributes are strength, intelligence, and constitution. When girded for combat he wears a breastplate, and carries a bastard sword and large wooden shield. He keeps 425 gp in an iron chest under his bed and has 3d6 gp in coin on his person at any given time.)*

Nurndurl has 10 longswords, 3 two-handed swords, 2 two-handed axes, 4 chainshirts, 10 daggers and 100 arrows for sale at the standard price.

D. HALL OF HUMMANDER

This imposing pile of stone and timbers serves as the palace of Hummander. It consists of several dozen rooms and a large drinking and feasting hall. Hummander has few guests however and is himself absent for long stretches of time. Twenty warriors guard his land and he has four sub-chiefs who act as his personal bodyguard. The hall is otherwise staffed with four wives, ten thralls and his 9 youngest children. Hummander has a pair of war dogs who have free reign of the great hall and grounds. He keeps six oxen, two dozen goats and a coop full of chickens which get fresh eggs for the residency.

Visitors who come to the Ugashtan highlands with good reason, be it to deliver tribute, bring vital information or offer their services to the War Chief, are ushered into the Great Hall where they are questioned by Hummander or in his absence the acting regent, his eldest child, a warlord and daughter named Hilderinst.

Visitors offering their services to Hummander are told of great evils which possess the dead of the Mynthnoc Cairns and the depredations of Relletina the Hag in the Witch Moors. Returning the dead to their eternal slumber without stealing any of the ancient Ugashtan treasures is to be rewarded with 1000 pieces of gold and the undying gratitude of the Ugashtan people. Bringing the head of Relletina the Hag of the Moors back to the Hall of Hummander to thus prove her destruction is worth 2000 pieces of gold. Hummander has sent young sub-chieftains to do these jobs in the past, but none have returned and with war flaring up in the south, he cannot spare any warriors at this time.

ADVENTURE IDEAS

The Highland settlements of the Ugashtan offer several opportunities for role play and a glimpse into a detailed barbarian culture on the fringes of civilization. Player characters who gain the Ugashtan as allies may find opportunities to explore monstrous lairs on behalf of the brutish and brave barbarian chief. Likewise they may come as plunderers and destroyers should your campaign be filled with a touch of evil. In any event, the Ugashtan highlands may give the player characters a base of operations even further a-field than Dirty's Roadhouse, offering them food, lodging and a place to rest before continuing on more adventures.

CIRCLE OF THE GREEN MAN

This enchanted glen is believed by the druids who dwell here to have been touched by the Green Man himself and is as such sacrosanct and guarded to the death against any intruders who would do it harm. It is consequently considered holy to elves, halflings, fey and other beings that dwell within the deep woods.

A. THE GROVE

This clearing in the center of the forested hill country serves as the center of druidic knowledge and wisdom and the study of the Green Man's teachings on nature and the universe. Surrounded by gigantic sacred oaks nearly 100 feet tall, the druids dwell amongst its roots in comfortable homes dug into the earth and walled with clay bricks that they have cast with their own hands, or plants and earth shaped with the Green Man's magic.

The druids have done much to live as one with nature, but like any community, they face their struggles in attempts to face down forces that would mar the land. Many of the circle's teachings are closely guarded secrets revealed only to full members of the order. Despite this, they have a close relationship with rangers and bards who respect the cycle of life and death and follow the code of the wild.

A-1. The Megalith

A stone circle grown from the natural bedrock stands in the center of the grove. It is astronomically aligned serving as a great calendar of the cycle of life and death, a theme which is ever important to the druidic culture of the grove. A sacrificial altar sits in the center of the stone circle, where sacrifices of food and monstrous beasts are made. Likewise, sacrifices are made of criminals and those perceived by the Circle to be villains who would harm the land.

A-2. Root Dwelling

The dozen dwellings beneath the giant oak trees house roughly twenty druids of various power and abilities. Many of the druids are frequently away from the grove, on missions to guard and heal the marches for the grove's leader Shelien Mandrake.

The typical root dwelling consists of four to six large dwelling rooms, with each room housing an initiate of the Green Man. Each group of 3-4 initiates is overseen by a full Ovate of the Circle. The rooms each have a bed made from crisscrossed rawhide straps covered with the skins of animals sacrificed to fulfill the cycle of life and death. Shaped wooden containers tied shut with hemp rope contain any of the druids extra belongings and valuables as detailed on their equipment list.

A-3. Sacred Oak of the Green Man

Tended by Shelien Mandrake herself, the shrine of the green man is itself the largest oak in the grove. The oak is said to have been shaped by the hand of the Green Man himself and bears a rough resemblance to him. In times of dire emergency, the tree is said to become animated with the visage of the Green Man and storms forth to destroy enemies of the grove. Shelien sleeps amongst its boughs

even in the harshest of winter weathers, unbothered by wind, ice or storm. If attacked, the mighty oak animates as a titanic treant.

OAK OF THE GREEN MAN *(This neutral creature's vital statistics are HD 50d10, HP 362 and AC 30. Its primary attributes are physical. It attacks with two slams for 8d64+10 points of damage. It can animate trees and is vulnerable to fire.)*

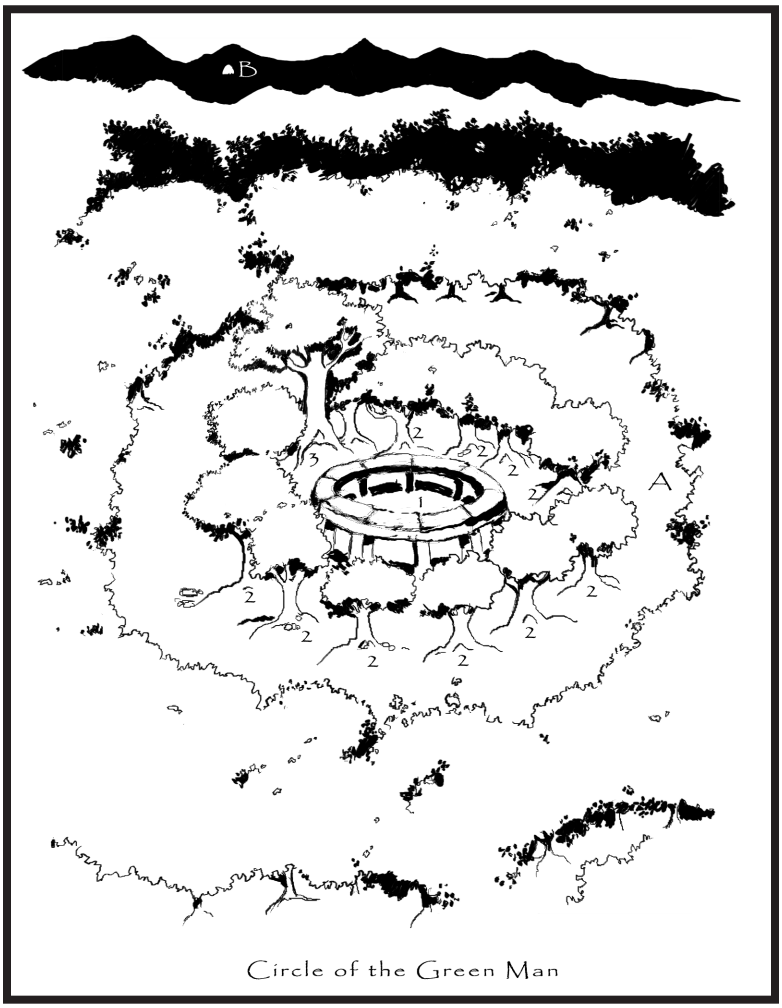
IMPORTANT PERSONAGES

INITIATES OF THE GREEN MAN *(They are neutral, human 1st level druids whose vital statistics are: HP 6, and AC 12. Their primary attributes are wisdom, strength, and constitution. Their significant attributes are wisdom 15. They carry a sickle and sling and wear leather armor. They can cast the following spells: 0th—create water, detect poison, first aid; 1st—shillelagh, entangle. In addition to their gear and spells an Initiate of the Green Man has an animal companion which may be either a wolf or lynx.)*

Animal Friends: In addition to their gear and spells, an Initiate of the Green Man has an animal companion which may be either a wolf or lynx.

WOLF *(This neutral creature's vital statistics are HD 2d8, HP 8, and AC 13. Its primary attributes are physical. It attacks with a bite for 1d4 points of damage. It possesses the scent ability which it can use to track prey.)*

GIANT LYNX *(This neutral creature's vital statistics are HD 2d8, HP 8, and AC 15. Its primary attributes are physical. It attacks with two claws for 1d4 points of damage and a bite for 1d6 points of damage. It has rake as a special attack.)*



OVATE OF THE CIRCLE *(They are neutral human 4th level druids whose vital statistics are HP 20, and AC 14. Their primary attributes are wisdom, strength, and constitution. Their significant attributes are wisdom 16. They carry a +1 Scimitar, Spear, Shortbow, 20 arrows, Hide Armor, potion of cure light wounds, potion of barkskin. Their typically memorized spells include: 0th- Create Water, Detect Poison, First Aid. Spells: 0th- Create Water, Detect Poison, Detect Magic, First Aid. 1st-Shillelagh, Entangle Plants, Faerie Fire; Obscuring Mist. 2nd-Charm Person or Animal, Warp Wood, Cure Light Wounds.)*

Animal Friends: In addition to their gear and spells, an Ovate of the Circle has animal companions which may be either a wolf or lynx as well as a brown bear.

BROWN BEAR *(This neutral creature's vital statistics are HD 6d8, HP 28, and AC 15. Their primary attributes are physical. They attack with 2 claws for 1d8 points of damage and a bite for 1d8 points of damage. Its special attacks are bloodrage and hug.)*

SHELIEN MANDRAKE, MISTRESS OF THE GROVE *(She is a chaotic neutral, elf, 8th level druid whose vital statistics are HP 42, AC 18. Her primary attributes are wisdom and charisma. Her significant attribute is wisdom (17). She carries a +2 scimitar, +2 hide armor, +2 amulet of armor, a +1 longbow, 20 arrows, 2 potions of cure light wounds and a potion of barkskin. Her druidic and elf special abilities are Elf Traits, Resist Elements, Woodland Stride, Totem Shape(Bear, Lynx, Hawk). Her typically memorized spells are: 0th- Create Water, Detect Poison, Detect Magic, First Aid. 1st-Shillelagh, Entangle Plants, Faerie Fire, Magic Stones, Obscuring Mist. 2nd-Charm Person or Animal, Warp Wood, Cure Light Wounds, Heat Metal. 3rd-Call Lightning, Meld Into Stone, Plant Growth, Wall of Wind. 4th-Spike Stones, Summon Animals.*

Animal Friends: Shelien keeps the following animal friends.

CAVE BEAR *(This neutral creature's vital statistics are HD 8d12, HP 47, and AC 15. Its primary attributes are physical. It attacks with two claws for 1d10 points of damage and one bite for 3-24 points of damage. Its special attack is hug.)*

GIANT LYNX *(See Above)*

HAWK *(This neutral creature's vital stats are HD 1d2, HP 2, and AC 17. Its primary attributes are physical. It attacks with two talons for ½ point of damage each.*

Shelien is very wise and much older than her years would assume, being an elf who has tended the Sacred Oak of the Green Man for the lifespan of several men. Currently the wars of the south and the depredations of humanoid invaders have her ill at ease. Many of her druids have been lost to trolls and goblin ambushes in recent times, leaving the grove open to the threat



of attack. To this end she may offer healing, magical potions and safe refuge in the grove should player characters volunteer to defeat Ignarumus the Hill Giant and his band of interlopers. She would of course do this herself were it not for her duties to the Sacred Oak. Player characters seem likely candidates for the quest, considering they are not necessarily in balance with nature, so two imbalances would counter each other out.

B. CAVERN OF IGNARUMUS

Ignarumus and his band were originally sent to the area of the Grove of the Green Man to kill as many druids as he could and bring their heads back to the Orc King Yorgach the Ravager. Of course Ignarumus and his fellows are easily distracted, and after slaying a half dozen druids they found themselves a cave in which to devour their kills and enjoy the spoils of their "success." Being the lead genius, Ignarumus clean forgot that he was to return the heads they had gathered to Yorgach and instead has sat here as a blight on the land ever since. Eating far more than their share and casting their trash and leavings about here and there has raised the ire of the Grove, who plan to mount a grand assault on Ignarumus's cave. They have not as yet decided when to do this, for although the druids would easily sacrifice their own lives in slaying the giants, they will not risk the lives of their beloved animal friends in the attempt.

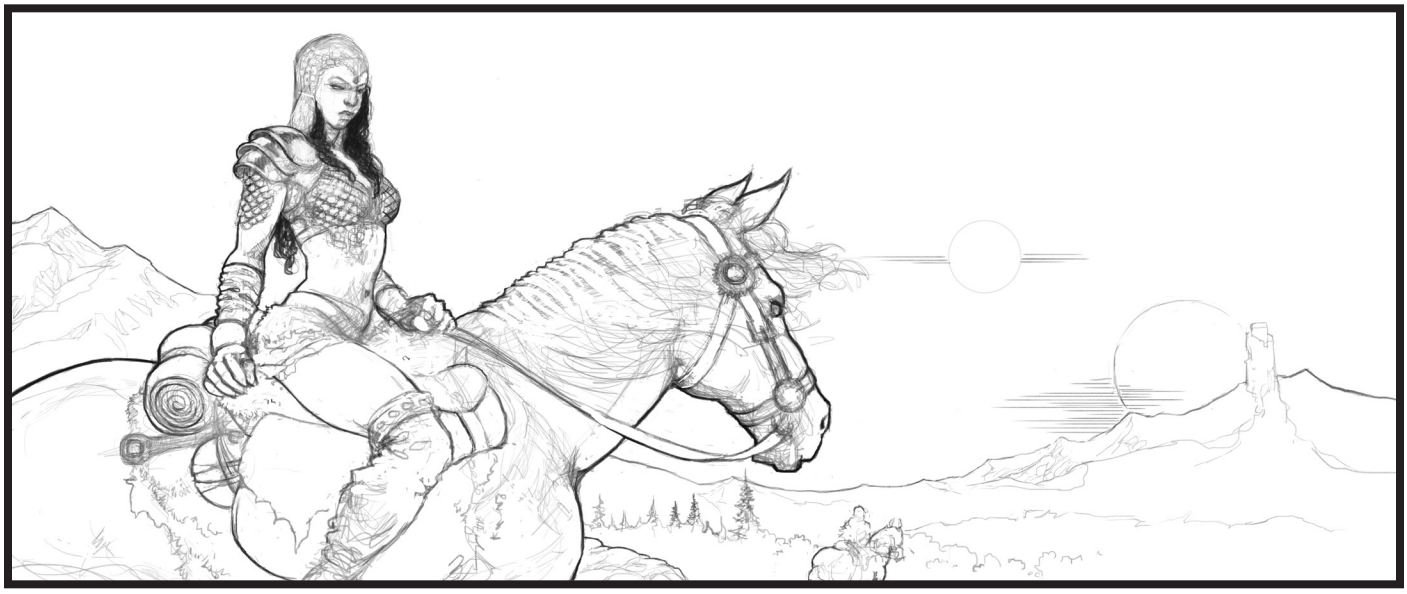
Ignarumus and his fellows spend their days stalking the hillside for game and eating every delicious root or berry they can find. Their evenings are spent burning felled trees to cook their meals and singing silly songs their mother taught them when they were but wee giants. Ignarumus is cruel and stupid and enjoys torturing his catches before roasting and eating them like the glutton that he is.

There are a total of 4 other giants who dwell with Ignarumus though he is by far the biggest and strongest of the lot. It is not often that all of the giants are present in the cave at the same time however, as they are always off stalking new prey or breaking new things.

IGNARUMUS THE HILL GIANT *(This chaotic evil creature's vital statistics are HD 10d8, HP 73, AC 19. His primary attributes are physical. He attacks with a giant war club for 2-16+2 points of damage or can throw rocks for 2-16+2 damage. He carries a giant greatclub and a +2 ring of protection.*

HILL GIANTS 1D4 (*These chaotic evil creatures' vital statistics are HD 9d8, HP 40, 56, 62, 48, and AC 18. Their primary attributes are physical. They attack with 2 fists for 2-8 points of damage a giant war club for 2-1 points of damage or can throw rocks for 2-16 damage. They carry a bundle of rocks and a giant sized club.)*

TREASURE: The hill giants have four 20 gallon barrels of stout valued at 12gps each and one crock of blue lightning whiskey (20 cups) worth 20gp. They also possess a suit of +1 fullplate, 5 potions of cure light wounds, a chime of interruption and 488gps in various coins.



CHAPTER 3: RANDOM ENCOUNTERS OF THE KARBOSKIAN MARCHES AND HAUNTED HIGHLANDS

Detailed here are random encounters not only in the haunted highlands but also areas of the Karboskian Marches which may be explored by the player characters throughout the course of an adventure campaign. As is typically the case, even a Castle Keeper with the most well laid plans may find that player characters choose to travel and explore areas which are not part of the sessions "planned activities." Use these random encounters to help flesh out such areas, or to create new encounters and monstrous lairs.

When used in conjunction with the Castles and Crusades Players Handbook™ and Monsters and Treasure™, these encounter tables may be re-used for any campaign where a Castle Keeper has use for a semi settled frontier and its plethora of dangers.

ROLLING ENCOUNTERS

Roll 1d6 for every hour traveled across the marches. On a score of 1 during the daylight hours and 1-2 during the evening, a random encounter occurs.

Roll 1d20

1.	Goblin Scouts
2.	Orc Warband
3.	Ogre Raider
4.	Troll
5.	Centaur Band
6.	Bird
7.	Animal
8.	Magical Beast
9.	Giant
10.	Birds of Prey
11.	Merchant Caravan
12.	Karboskian Militia Patrol
13.	Ranger
14.	Bandits
15.	Undead
16.	Gnoll Slayers
17.	Highland Tribesmen
18.	Fey
19.	Druid
20.	Lycanthrope

GOBLIN SCOUTS (2D4) *(These small lawful evil humanoids vital statistics are HD 1d6, HP 3, AC 15. They fight with a spear for 1d6 points of damage or a light crossbow for 1d6 points of damage. They possess 2d10 silver pieces each.)*

HOBGOBLIN LEADER *(They are lawful evil 2nd level fighters whose primary statistics are HD2d10, HP 12, AC 16. Their primary attributes are strength an Dexterity. Their significant attributes are strength 15, and dexterity 15. They carry a two handed sword or two handed axe for 2d6+2 points damage and composite longbows and 20 arrows for 1d8 points damage.)*

ORC WARBAND (2D8) *(These chaotic evil orcs vital statistics are HD 1d8, HP 5, AC 13. They carry a scimitar (1d6) and wolf spear (1d8). They have 2d6 silver pieces.)*

ORC SUB-CHIEF *(They are chaotic evil 2nd level orc fighters whose vital statistics are HD 2d10, HP 14, AC 16. Their primary attributes are strength and Constitution, their significant attribute is strength 16. They carry a scimitar (1d6+2), wolf spear (1d8+2), and light crossbow with 20 bolts (1d6). They wear a coat of plates and carry a medium shield. Each has 3d6 gold pieces.)*

OGRE RAIDER *(These chaotic evil creatures' vital stats are HD 4d8, HP 18, and AC 16. Their primary attributes are physical. They attack with stone battleaxes for 1d10+4 damage. They typically carry 2d10 gp worth of loot each.*

HILL TROLL *(chaotic evil, large troll, whose vital statistics are HD 9d8, HP 45, AC 16. His primary attributes are physical. He attacks with either a two-handed axe (1d12) or with his claws (1d4) and a bite (2d6). If both claws hit he can rend (1d4+1) and regenerates 2 hit points per round.)*

CENTAUR BAND *(1d4+2) (These chaotic neutral creatures vital statistics are Hd 4d8; Hp 18; AC 14; Their primary attributes are Physical; They attack with two hooves for 1d6 points of damage and a spear or light lance for 1d8 points of damage. They also carry a light composite bow.)*

ANIMAL

Roll 1d12 on the following chart and consult Monsters and Treasure™

1.	Bear (Brown)
2.	Wolverine
3.	Lynx
4.	Wolf
5.	Bear (Black)
6.	Bear (Cave)
7.	Boar
8.	Dog
9.	Horse (wild, riding)
10.	Herd Animal
11.	Pony
12.	Weasel

BIRD

Roll 1d8 on the following chart and consult Monsters and Treasure™

1.	Bird of Prey
2.	Hawk
3.	Eagle
4.	Owl
5.	Raven
6.	Common Songbird (Finch, Blue Jay, Cardinal, Ect.)

MAGICAL BEAST

Roll 1d20 on the following chart and consult Monsters and Treasure™

1.	Wyvern
2.	Ankheg
3.	Arrowhawk
4.	Basalisk
5.	Blink Dog
6.	Bulette
7.	Chimera
8.	Cockatrice
9.	Dragonne
10.	Gorgon
11.	Griffon
12.	Grim
13.	Hippogriff
14.	Manticore
15.	Giant Owl
16.	Giant Eagle
17.	Owl Bear
18.	Pegasus
19.	Stirge
20.	Worg

Encounters with a magical beast are usually within 1-4 miles of its lair where all of its treasure (if any) may be found.

GIANT

Roll 1d6 on the following chart and consult Monsters and Treasure™

1-2.	Hill Giant
3-4.	Stone Giant
5-6.	Ettin

Encounters with a giant are typically within 1d4 miles of its lair where all of its treasure (if any) may be found. For higher level characters, feel free to include more giants to increase the challenge of the encounter as necessary.

MERCHANT CARAVAN

The merchant caravan consists of 2d4 horse or ox drawn wagons each driven by a commoner (commoner level 1) with a fighter guard (Fighter level 1) and a merchant (commoner level 4) who oversees the entire operations. Each wagon contains 3d10+100gps worth of goods headed to markets throughout the war torn duchy.

KARBOSKIAN MILITIA PATROL

This patrol consists of a band of low level fighters led by a captain who seeks to guard the supply lines leading to Dro Mandras and chase raiders away from farming communities and settlements.

KARBOSKIAN MILITIAMEN (2D6) *(They are lawful neutral, human, 1st-level fighters, whose vital stats are HP 8, AC 15 (16) Their primary attribute is strength. They wear a mail hauberk and carry a large wooden shield, spear, crossbow, 20 bolts and longsword.)*

MILITIA CAPTAIN *(they are lawful neutral human 3rd level fighters whose vital statistics are; HP 16; AC 16; Their primary attributes are Strength, Constitution, and Wisdom, They carry a Spear, longsword, large steel shield, a longbow and 20 arrows. They wear a chainshirt and ride a light warhorse.*

RANGER: *This encounter is typically with a ranger lvl 1-4 but may be of any level.*

BANDITS

These bandits are either professional thugs and highwaymen or deserters from the Duke's army. They tend to prey on merchant caravans or small settlements where they have the upper hand and a good likelihood of success. Typically they are made up of fighters or rogues, though there is a chance of other character classes mixed into their ranks. Occasionally small bandit troupes band together to form a larger bandit force when under the command of a strong leader.

BANDIT FIGHTERS (1D6+2) *(They are neutral evil 1st level human fighters whose vital statistics are HP 8, AC 14. Their primary attributes are strength, constitution and wisdom. They carry a long bow, 20 arrows, a spear, and a large wooden shield and wear leather armor.)*

BANDIT ROGUES (1D4+2) *(They are neutral evil 1st level human rogues whose vital statistics are HP 6, AC 14. Their primary attributes are Dexterity, Constitution, and Wisdom. Their significant attribute is dexterity 16. They wear leather armor and carry a short sword and a short bow with 20 arrows.)*

BANDIT BOSS *(they are neutral evil human 3rd level fighters whose vital statistics are; HP 16; AC 16; Their primary attributes are Strength, Constitution, and Wisdom, They carry a Spear, longsword, large steel shield, a longbow and 20 arrows. They wear a chainshirt and ride a light warhorse.*

UNDEAD

Undead encounters only take place after darkness falls.

Roll 1d6 on the following chart and consult ***Monsters and Treasure™***

1.	Allip
2.	Ghast (1d6)
3.	Ghoul (1d8)
4.	Specter
5.	Wraith
6.	Wight 1d4 or 2-16 (cairn)

GNOLL SLAYERS

These slayers serve as mercenary raiders and skirmishers for the armies of Yorgach and are his chief headhunters, in his incessant search for the Century of Skulls. They ambush with arrows from a distance and close to attack when their foes are weakened. They always fight to the death, offering no quarter and expecting none in return.

GNOLLS (2-8): *(Large, chaotic evil humanoids, whose vital stats are HD 2, hp 11, AC 15. Their primary attributes are physical. They attack using short bows (1d6) with 20 arrows or battleaxes (1d8). They each possess 2-8 sp. battleaxe).*

GNOLL SUB-CHIEF: *(Large, chaotic evil humanoid, gnoll-equivalent 2nd level ranger whose vital stats are HD 2 (d10) + 2 (d8), HP 19, BtH +4. His primary attributes are physical. He attacks with a +1 two-handed flail ((1d10+3) due to magic and his great strength,) or composite longbow (1d10, due to its large size.) He carries a +1 two-handed flail and a large-sized, composite longbow, 20 arrows, and a sack containing (3) 75 gp gems, a 100 gp gem, and 10 gp.)*

HIGHLAND TRIBESMEN

These barbarians live in stone and thatch roofed houses high in the highlands. Their myth cycles are greatly influenced by the stars and they paint their bodies with blue star sigils and the runes of ghosts and ancient spirits. They are very superstitious and distrustful of magicians and clerics who seek to convert them from the "old ways." They are agreeable to druids whom they see as guardians of the "old ways" and trustworthy servants of the land. They live by simple farming techniques and hunting for their meat. The barbarians may attack intruders on sight, or if respectfully treated, offer sanctuary in the form of food and lodging.

For more information on the Highland Tribes see the "Highland Settlement of Ugashtan."

HIGHLAND TRIBESMAN (2D8): *see Description under Highland Settlement of Ugashtan*

HIGHLAND SUB-CHIEF: *see Description under Highland Settlement of Ugashtan*

Roll 1d8 on the following chart and consult ***Monsters & Treasure™***

1.	Grigg
2.	Pixie
3.	Nixie
4.	Will-o-wisp
5.	Sprite
6.	Dryad
7.	Nymph
8.	Satyr

DRUID

This encounter is with a druidic member of the Circle of the Green Man. The druid is typically of 1st-4th level but may be of any level depending on the challenge of the Castle Keeper's campaign.

LYCANTHROPE

Roll 1d6 on the following chart and consult ***Monsters and Treasure™***

1-2.	Werewolf
3-4.	Werebear
5-6.	Wereboar

DB 2: CRATER OF UMESHTI, THE SINKHOLE



The sullen party entered the palisade of the strange roadhouse, covered with the grit and grime of the road. With their filth and stench, they seemed a far different sight than the spectacle of new harness and polished brass that had left the wilderness sanctuary all those weeks ago. It is true that their packs were now laden with the spoils of their many battles. Proof of their bounties to be collected from the scarred proprietor of the place was evident in the profusion of goblinoid heads and bandit masks that stuffed the baskets tied to their pack mules. Grim faced, they also brought with them a more grisly cargo, for two of their member it seemed were wrapped tightly in buckskin, packed full with fragrant herbs to keep the flies from their moldering corpses.

"Hail ya dour Bowbes! I see ye have returned once again to fill your bellies with fresh cooked meat and bitter black ale. As promised your first draught is on the house and for a nominal fee we shall have a pyre built and a heroes funeral complete with a feast and games to honor your fallen comrades," a gruff booming voice called to them from the beer garden. Their eyes turned to see the scarred countenance of the speaker, his wild gaze piercing each in turn as he lifted his ale horn to them in form of salute."

"Rumor tells me that ye plan an expedition to the famed Crater of Umeshti. Ask ye not how I know these things, lest to say that a little frog whispered it in my ear. Know you that it is a place of great peril that has sapped the strength of even the doughtiest of adventurers. Kobolds, necromancers and unnamable things call that sinkhole their home. Before you leave, speak with Brother Frosk, if he is around. I last heard he had some use for a strange egg found only in that cursed black pit. Pay you well he will, should you accomplish the task. Quite possibly he may call the spirit of your friends from the nether realms to once again drink whiskey and fight at your side," The large man added before disappearing around the corner and out of sight.

INTRODUCTION

The Crater of Umeshti: The Sinkhole is a Castles and Crusades adventure for 4-6 characters of levels 3-5.The difficulty and level needed to overcome new obstacles increases as the characters delve deeper into the sinkhole in the center of the crater. The adventure requires nothing more than the Castles and Crusades Players Handbook, however Castle Keepers or the Castle Keeper may find the Castles and Crusade: Monsters and Treasure book by Troll Lord Games to be helpful in running the adventure.

DB 2: CRATER OF UMESHTI

ADVENTURE SUMMARY

During the course of exploring the bowl of the crater the characters discover the not so hidden entrance to the sinkhole. There they begin their exploration of the Crater of Umeshti and come face to face with some of its more unruly inhabitants. Here they are sure to face numerous enemies, including Scritch's mob of unruly kobolds, the lair of Malash the Necromancer, and a plethora of strange and unique enemies as they delve deeper into the sinkhole in search of fame and fortune.

The Philosophy of the Dungeon Crawl

Put simply the Crater of Umeshti may be used as a good old-fashioned dungeon crawl. Characters enter the Crater and delve into its depths. They find foes both great and small and face them in battles of blade or wit in order to relieve them of their treasure. They face puzzles, traps, and uncover secrets and mysteries that inevitably lead the characters to greater power and fortune. The Crater of Umeshti may be incorporated with its other parts into a fantastic campaign, leading characters from levels 2-5 to greater and greater strength and prestige.

The crater is designed with the intent of repeated forays into its depths using a nearby settlement of the Castle Keeper's choice or the characters design to re-stock, refurbish and re-supply. This settlement may be found in pre-made adventure sourcebook of which there are many in both D20 and Castles and Crusades various product lines such as the "A" Series, or this authors own city settings such as Dro Madras, or The Free City of Eskadia: Jack of Lies or that incorrigible chain of cross dimensional taverns known by most as "Dirty Bowbe's Roadhouse" is detailed at length in ***DB 1: The Haunted Highlands***.

As characters clear out areas of the Crater of Umeshti, they are sure to find places with which to set up bases of operations, or even lodging in the infamous Undercity of Ulgakur.

A Note on Deities and Location Names

The Crater of Umeshti comes complete with its own background, including the names of locations, deities, demons and the like. These beings are designed in an archetypal manner so that a Castle Keeper running adventures in Troll Lord Games "Rings of Brass" universe may easily adapt this information to that setting. Castle Keeper's wishing to run a campaign in the Duchy of Karbosk may feel free to do so and simply rename things as necessary. Likewise, Castle Keeper's seeking a more "generic" campaign or adventure may simply disregard these names, substituting their own pantheon and legends from whichever campaign setting our source material they prefer.

As characters grow in power they may find easier pathways to their subterranean destinations. Higher level characters may eschew the dwarven lifts and simply fly to unexplored areas of the sink hole, using the shaft as their means of egress to more challenging foes.

PC Party and Composition

In order to fully enjoy the adventure that awaits players brave enough to unlock the secrets of the Crater of Umeshti, they should have a party consisting of the following character classes. The character party should have at least one cleric or character capable of casting divine spells, as well as a character capable of using arcane magic. The party should also include at least one rogue, and be filled out with a compliment of characters with fighting skills such as fighters, paladins, rangers, or bards.

HISTORY OF THE CRATER OF UMESHTI

Thousands of years ago by the recollections of those elves still alive to recall the fable, a great time of tumult and chaos reigned across the universe. In that time the ancient citadel city of Umeshti was known as a bastion of civilization through the dark night of conflict and madness. Temples to the gods and towers of wizardry were erected, as were libraries and civic enterprises designed to preserve and protect the knowledge that the firstborn civilizations had worked so hard to gain. Art and science flourished, as did the first development of music and poetry. Travelers from far and wide, including those who traveled across the many planes considered Umeshti a home away from home, bringing esoteric relics and fantastic wealth with them.

As is often the case, this great civilization thrived and grew, until outside powers began to covet its success. Deities not worshipped within the city began to hurl curses upon its citizens, raining down deific plagues, or striking it divine storms and hordes of monstrous beasts. Despite this, the citizenry showed great inner strength and resolve, facing each new disaster with its own set of champions and brave protectors.

In the end, the sages are uncertain, but it is said that during a great war between the gods, a meteor was hurled at Umeshti, driving a shaft into the earth that stretched for hundreds of feet beneath the surface, completely obliterating all but the scantest trace of the powerful society that had once lived there.

All that remains now is a massive crater, high atop a mountain plateau, and the darkened shaft at the bottom of the crater, said to lead to treasures unimaginable and profound, if any survive to retrieve them.

In the millennia since the destruction of Umeshti, the gaping sinkhole at the center of the crater has been the source of much controversy and speculation. That the area surrounding the shaft left behind by the meteor is infested with all manner of monstrous beast and twisted goblinoid is well documented by those adventurers who have returned alive from expeditions to the crater.

It is held in the dwarven tradition of Fanderburg, that the dwarves were the first to explore the crater since the star-fall. The dwarves did not arrive in search of survivors or to rebuild Umeshti, nor did they explore its depths from the surface above. Instead the dwarves cut a tunnel to the site of the cataclysm from the dwarven stronghold of Fanderburg and gained great wealth by mixing the meteoric iron with their own metals to create

rare Umeshti steel. It was through these dwarven entrepreneurs that knowledge of the ancient culture that once dwelt in the devastation of the crater was passed on to the surface world. Eventually it is believed that the mine went dry and the dwarves returned to the stony fortress of Fanderburg. The tunnels and structures they left behind became the home to all manner of fell creature and ravaging beast, their ingenious lift system is considered by many to be a marvel of modern engineering.

The Crater of Umeshti is located some twenty-eight leagues (or 100 miles if you prefer) from Dro Mandras. This relative proximity makes Dro Mandras a popular home base for adventurers willing to test their mettle against the crater's many dangers. What treasures still remain within the stygian shaft are as yet unknown. Activity has increased around the area of the crater however, as the lone survivor of a heavily funded expedition came wandering into Dro Mandras, speaking of ruins at the bottom of the crater and uttering a single word over and over again. "Xamozog" No one knows for sure what this strange word means, but expeditions are forming now at every pub, inn, keep, and Tower of Archmagi in the land.

Adventure Hooks

It is quite possible that a bard, wizard or cleric in the party has heard rumors of the great riches and warrens of monsters hidden beneath the Crater of Umeshti and for various reasons have been sent to explore the area of the Crater and uncover its secrets. A cleric or paladin may have been sent by their order, a knight may have been commanded by his liege lord to find a weapon to assist in the southern campaigns against the Orc King Yorgach. Likewise the characters may have been hired to uncover some item by a mysterious patron. Whatever the reason the characters should be expected to have at least enough provisions to make it to the Crater and back, as well as spend a week exploring the recesses of its famous sink-hole.

The Infernal Egg: An invaluable egg of possibly unfathomable value is held guarded by the kobolds who call the inner slopes of the crater and the upper levels of the sinkhole home. This egg is said to bear the progeny of a powerful devil and the kobold king. When hatched it is believed that the abomination born therein will lead the kobolds on a crusade to vanquish the sun itself and bring about a millennium of darkness. Likewise it is believed that the egg merely bears the yolk of a mutated super kobold caste unlike any that the world has seen before. Likely the characters are ignorant to the importance of this information and are merely hired to collect the egg for Brother Frosk or some other strange entity that hangs about the roadhouse and are offered 200gp per individual partaking of the quest.

Black Libram of Nartarus: This infernal text was scribed onto a continuous roll of human skin. Said to grant the possessor great powers over the walking dead. It is said that the text of the unholy scrolls was penned by the lich Moten upon the backs of his thousand slaves as Nartarus himself whispered unholy secrets into the decaying wizard's ear. There are believed to be over a thousand pages in the complete manuscript, Ulrad sheared the entirety of this tome of horrors to pieces when the venerable Paladin finally cast Moten's sundered remains into the Abyssal Nether. Regardless, possessing even one piece of the Black Libram may grant a necromancer or cleric awesome power. Rumor has it that several pieces of the Black Libram of Nartarus lay within reach of the surface of the Crater of Umeshti. This means of course that a doughty paladin or unscrupulous necromancer would merely have to delve into the pit to retrieve them. Like all things this is easier said than done of course.

The Fate of Borvya and Corpus Ipati: A pair of adventuring brothers, and sons of the powerful merchant Maksim Ipati of Dro Mandras have been missing since the last adventure excursion into the Crater of Umeshti. Maksim has offered a 1000gp reward for proof of life, or the return of their remains in the event that they are dead. The young men may be recognized by a hereditary heart shaped mole that each bears on their left cheek as well as signet rings bearing the family crest of Ipati.

The Bounty on Malash the Necromancer: Malash Radko was known as a wicked grave robber and necromancer before he was driven from the Tower of Nesturon for being too perverse for even the darkest warlocks who study under the tutelage of the archmage. He was later chased from Dro Mandras on suspicion of crimes against nature, grave robbing, witchcraft, animation of the dead, suspicion of cannibalism, and medical malpractice. An open bounty of 500gp sits on his head in any civilized land that has heard his name. Double the bounty would be paid should he be brought to justice alive so that he could stand trial for his crimes and be executed publicly.

Kiria Hand's Party: Kiria Hand, a current a resident of Dirty Bowbe's Roadhouse but once an adventurer from Mantua lost her adventuring party on the escarpment of the crater of Umeshti. She offers 600 gp. in reward for the return of their bodies or rescue of any survivors. She also requires that she be brought along with the party on the mission. The wrinkle for the players is that the money is left with Bull at the roadhouse and is only paid if she is returned alive to the Roadhouse with the bodies or proof of life she requires.

TRAVELING

Characters should be expected to make a steady 16 miles per day towards their goal if traveling on foot or with a caravan of provisions and wagons, and approximately 40 miles per day should they be traveling mounted on horse.

Wilderness encounter checks should be limited to one per day if the Castle Keeper finds it necessary so that the Character's provisions and stocks of supplies and equipment are not spoiled prior to their ascent to the slopes of the crater.

PLACEMENT

Castle Keeper's placing the Crater of Umeshti in the Haunted Highlands of the Karboskian Marches should put the Crater within 14 leagues, or 50 miles away from Dirty's Roadhouse and consult the random encounters tables found in that Chapter 3 of DB 1 the Haunted Highlands twice per day.

Likewise Castle Keeper's placing the Crater of Umeshti somewhere in their own campaign world should place it within 50 miles of some wilderness outpost where the characters may return and re-supply as needed. Generic wilderness random encounter charts from other sources are equally usable for determining what sort of nasty beasts lay in wait for the characters as they start their journey.

THE CURSED WOOD

The twisted woodland that surrounds the base of the Crater of Umeshti is avoided by Ugashtan Hunters due to its unnatural air and unnatural vegetation. Upon occasion invocates from the Circle of The Green Man have been known to travel into the Cursed Wood upon quests to heal its rotted heart, but with little success. Some believe that the metal which makes Umeshti Steel so sought after also has the negative effect on local flora and fauna. Others believe it is the domain of a coven of hags who have twisted the forest in the name of Jokashka. Travel through the woods is 2/3rds normal speed due to difficulties of terrain, being both rock hill country and covered in thick underbrush. The woods are always dark, being dusk like during the daytime and almost pitch black after sunsets.

Cursed Wood Random Encounters. Check ones during the day, and once at night.

1.	Ettin
2.	Goblin band
3.	Ghouls
4.	Wraith
5.	Troll
6.	Bugbear
7.	Witches of the Cursed Wood
8.	Werewolf
9.	Cursed Plant*
10.	Will-o'-wisp
11.	Owlbear
12.	Fell Deer
13-20.	No Encounter

*See Additional Chart

ETTIN. This is an encounter with the ettin whose heads are named Skulbash and Armpit, the ettin of the Cursed Wood, who has a lair somewhere deep in the forest. Skulbash and Armpit are feared by most of the creatures of the wood as they are likely to eat whomever they encounter. They avoid the witches of the forest who constantly attempt to trick and enslave Skullbash and Armpit as they have many of the other creatures of the Cursed Wood.

SKULLBASH AND ARMPIT *(This chaotic evil creature's vital stats are HD 10d8, HP 47, AC 18. Their primary attributes are physical. they attacks with a pair of large stone axes. The first deals 4d4 points of damage, and the second deals 2d6 points of damage. Failing this it may uproot a tree and wield it with both arms for 5d6 points of damage.. Skullbash and Armpit are impossible to surprise. The Ettins lair contains the majority of his treasure including 4500 gp, a crystal vase worth 10 gp which contains 100 gp worth of rare elvish perfume, a miniature silver figurine of a knight on horseback worth 20 gp., a scroll of raise dead, and a scroll of cure serious wounds, which the ettin has recently used as toilet paper.*

GOBLIN BAND: This encounter is with a band of goblins pressed into the service of the witches of the cursed wood. The goblins are ordered to follow any beings who enter the wood, wait for them to camp for the night, and attack them in their sleep. They use stealth tactics and keep a measurable distance away from characters. Their immediate attack upon catching a band of camping adventurers is to fill the lookout with arrows before falling on sleeping allies with sword and spear.

GOBLINS (2D4+2) *(These small lawful evil creatures vital statistics are HD 1d6, HP 2, AC 15. Their primary attributes are physical. They attacks with a shortsword or shortbow, or spear for 1d6 points of damage. for 2d6+6 points of damage.)*

GHOULS: This encounter is with dead huntsmen, adventurers and humanoid monsters who have run afoul of the ghoul bands which hunt the wood and have themselves been turned. They are most active after dark, but bury themselves in the soft loam and rotted leaves of the forest floor during daylight hours.

GHOULS (1-8) *(These medium chaotic evil common undead creatures vital statistics are HD 2d8, AC 14, HP 8. Their primary attributes are physical. They attack with two claws for 1d3 points of damage, and a bite for 1d 6 points of damage. Their touch causes paralysis.)*

WRAITHS: Wraiths are the angry spritits of explorers and villain who have died a horrible death within the cursed wood.

WRAITH *(This medium lawful evil extraordinary undead creatures vital statistics are HD 5d12, AC 15. Their primary attributes are mental. They attack with an incorporeal touch for 1d6 points of damage. They are incorporeal and their special attack is level drain.)*

TROLLS: This encounter is with 1d3 trolls, who are allied with the witch coven of the Cursed Wood. They are expected to capture any wanderers they catch within the woods and bring them to the coven for sacrifice to Jokashka. This is not to say that they won't fight to the death if attacked with acid or fire

TROLLS 1D3 *(These large chaotic evil trolls' vital statistics are HD 9d8, HP 45, AC16. Their primary attributes are physical. They attack with claws 2 claws for 1d4 points damage each, or a bite for 2d6 points of damage. Their special abilities are rend for an additional 1d4+1 points of damage. They regenerate 2 points per round.)*

BUGBEAR: These intelligent beasts serve as messengers and enforcers of the Hag Queen's minions in the Cursed Wood.

They track characters that they encounter waiting to fall upon them when they sleep. The bugbears may send a messenger silently through the wood to summon one of the witches to assist in springing their trap.

BUGBEARS 2D6 *(These large chaotic evil creatures vital statistics are HD 3d8, HP 12, AC 17. Their primary attributes are physical. They attack with heavy flails or nine ring broadswords for 1d10 points of damage. They possess the ability to hide and move silently, though are easily detected by characters with the scent ability.)*

WITCHES OF THE CURSED WOODS

This encounter is with members of the coven of witches which reside within this wood. The encounter consists of 1d4 lesser witches and one coven member who is in command. There is a 20% chance that the witches are accompanied by 2d6 goblins.

LESSER WITCHES 1D4 *(These 2nd level neutral evil human witches vital statistics are HP 6, AC 11. Their primary attributes are Wisdom, Intelligence, and Constitution. They attack with claws for 1d4 points of damage, sling for 1d4, or a scimitar for 1d6, and keep 2-8 gp. They have the following typically memorized spells:0th—first aid, know direction, detect magic, message. 1st—entangle, sleep, change self)*

ELDER WITCH *(This 5th level neutral evil human witch's vital statistics are HP 18, AC 13. Their primary attributes are Wisdom, intelligence, and Constitution. It attack with claws for 1d4 points of damage or a +1 scimitar for 1d6+1, and +1 sling for 1d4+1 points of damage. The elder's typically memorized spells are as follows: 0th—first aid, know direction, detect magic, message. 1st—entangle, sleep, change self, shocking grasp. 2nd—heat metal, ray of enfeeblement. It carries a scroll of web, magic missile, warp wood, and calm animals, and a potion of cure light wounds.)*

The witch keeps a mountain lion as an animal friend.

MOUNTAIN LION *(This neutral creatures vital statistics are HD 4d8, HP 16, AC 14. Its primary attributes are physical and it attacks with two claws for 1d4+1 points of damage, and a bite for 1d8. Their special ability is rake which does 1d4+2 points of damage.)*

The witches attempt to incapacitate and capture player characters with the express purpose of sacrificing them to Jokashka.



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WEREWOLF: During the day this encounter appears to be with a group of bandits, who although shifty looking offer to parlay with the PCs and give them poor directions, that should get the characters completely lost well into the evening hours unless a ranger or barbarian with the party makes a successful wisdom check to determine that they have been mislead.

The werewolves then wait for the PCs to go to sleep in the woods to attack through ambush.

WEREWOLF 1D4 *(These medium chaotic evil creatures vital statistics are HD 4d8, Hp 19, AC 16. Their primary attributes are physical. They attack with a bite for 2d4 points of damage. Their special abilities include curse of lycanthropy, trip, and protect. In their human form they wear hide armor, and carry a longbow, and longsword)*

CURSED PLANT: Roll 1d6 on the following chart

1.	Assassin Vine
2.	Evil Treant
3.	Hangman's Tree*
4.	Needler*
5.	Yellow Musk Creeper*
6.	Yellow Mold

*Monster from "Classic Monsters, by Troll Lord Games"

ASSASSIN VINE *(This small neutral plant creature's vital statistics are HD 5d8, Hp 20, AC 15. They attack with 8 vines dealing 1d4 points damage each. Their special attacks include improved grab, constriction, and they have the ability to camouflage themselves.)*

EVIL TREANT *(This large chaotic evil plant creature's vital statistics are HD 7d8, Hp 41, AC 20. It attacks with slams for 2d8 points of damage, can blend, animate trees, trample for 4d4 points of damage, and is vulnerable to fire.)*

HANGMAN'S TREE *(This large neutral evil creature's vital statistics are HD 6d10,Hp 35, AC 17/15. Its primary attributes are physical. It attacks all targets beneath its boughs at AC 12. Targets struck with the strangling branches suffer 1d6 points of damage per round until the target is strangled. After 3 rounds the hangman's tree swallows its target who suffers 2d6 points of acid damage per round.)*

NEEDLER *(This medium chaotic evil creature's vital statistics are HD 3d10, Hp 15, AC 14. Its primary attributes are physical. They attack with a needle barrage of 1d6 twigs dealing 1d4 points of damage per twig on a successful hit.)*

YELLOW MUSK CREEPER *(This neutral plant creature's vital statistics are HD 3d8, Hp 11, AC 13. Its primary attributes are physical. The creeper has 2d4 flowers which cause the victim to fall into a hypnotic trance unless a constitution save is made. Hypnotized victims are attacked by 2d4 tendrils which deal 1d4 points of intelligence damage to the victim. This monster is further detailed in Classic Monsters by Troll Lord Games.)*

YELLOW MOLD (*This neutral creature's vital statistics are, only destroyed by fire. It deals 1d8 points of damage if touched with bare skin. It has a 20% chance of releasing a cloud of spoors which kill victims who breath it unless a challenge level 5 constitution save is made. If injured, the yellow mold may also attack with a psionic blast 60 ft. radius which requires a successful intelligence save (CL 5) or causes the victim to fall into a permanent catatonic state)*

WILL-O'-WISP: This encounter is with a Will-o'-wisps who attempts to lead characters deep into the forest to an ancient burial ground where it may ambush and slay them.

WILL-O'WISP *(This chaotic evil aberration's vital statistics are HD 8d8, Hp 38, AC 29. It attacks with a shocking touch dealing 2d8 points of damage. It has natural invisibility and is immune to most magic.)*

The creature has accumulated a suit of +2 chainmail, a +1 shield, a +2 longsword which is aligned to lawful good beings, granting them an extra attack every third round. There are also a scroll of sleep, magic missile, lightning bolt, and fireball, a scroll of heal, raise dead, and cure light wounds, and 2000 copper pieces, and 240 gp in a rusted iron chest which requires a strength check (CL 5) to break open as its lock cannot be picked.

If this creature and up to six witches are slain, the forest may be healed by druids from the circle of the green man and the ghouls and other humanoid beasts driven from the forest once and for all.

OWLBEAR: This encounter is with 1d4 owlbears hunting in the forest.

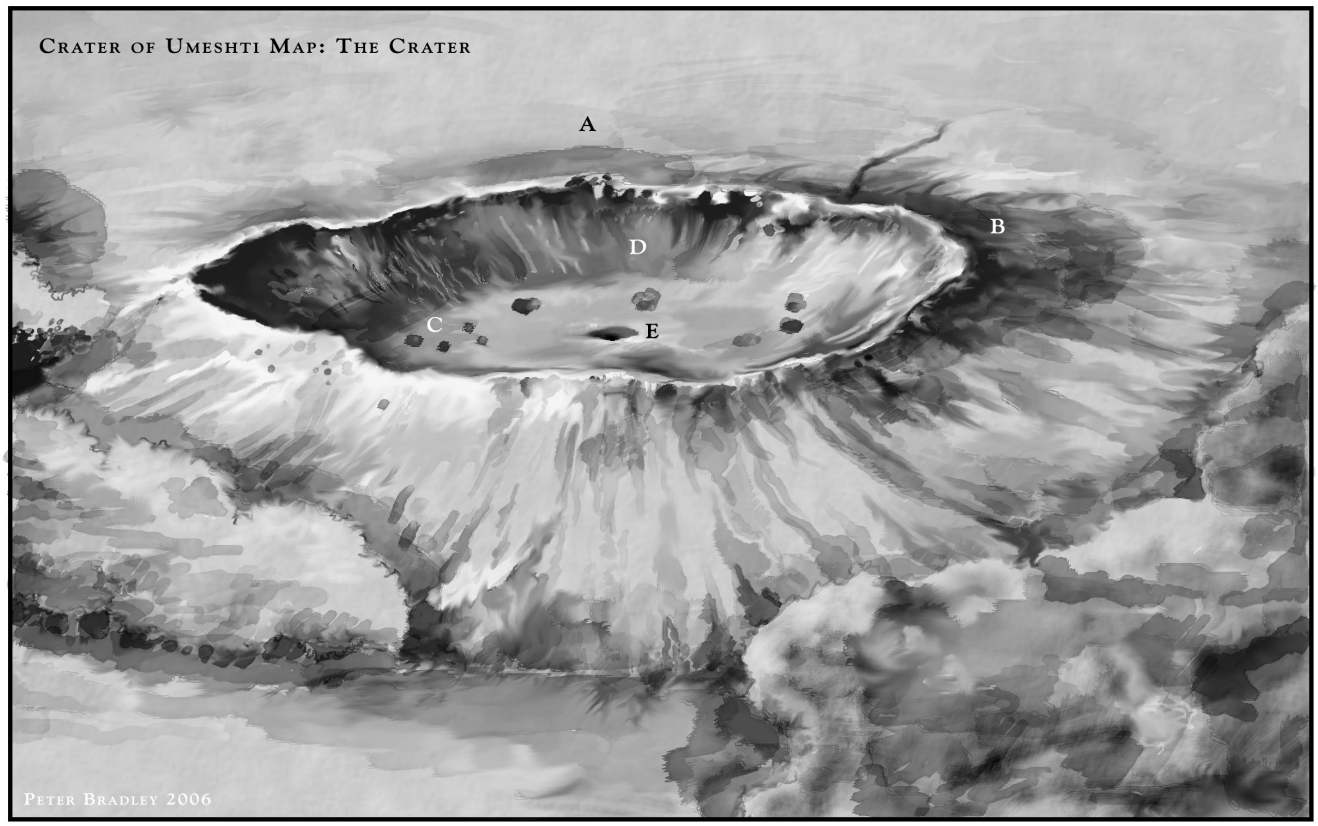
OWLBEAR (1D4) *(These large neutral creatures' vital statistics are HD 5d10, HP 26, AC 15. They attack with two claws for 1d6 points of damage and a bite for 2d6 points of damage. Their special ability is improved grab. If both claws hit they continue to do 2d8 points of damage per round without another attack roll necessary.)*

FELL DEER: This is an encounter with a small herd of fell deer. The deer are hungry and see the characters as a delicious treat.

FELL DEER (1D4+2) *(These medium neutral evil creatures' vital statistics are HD 3d8, HP 12, AC 15. Their primary attributes are physical. These creatures attack with 2 hooves for 1d4 points of damage, a bite for 1d6 points of damage, or a gore for 1d10 points of damage. They exude an aura of fear, and are invisible in total darkness. They may attack by impaling or with a trample attack.)*

The Crater

The lip of the crater extends to an elevation of 3500 feet, rising from the surrounding lands like a large grey scar on the horizon. The climb to the top is fairly easy, requiring only a successful strength or dexterity check to make the climb (CL 1). Characters with low strength scores may be assisted by use of ropes or other climbing gear and by those with greater strength scores.



A. FELDSPAR'S CAVE

A solitary cavern on the north face of the crater about 1500 ft. from the woodland below is home to Feldspar. Feldspar is a stone giant who takes little interest in the Kobolds who dwell near the surface or adventurers foolish enough to explore its depths. Feldspar is an outcast from the Granite Fist Clan from deep within the sinkhole and as such prefers mostly to be left alone. If the characters can manage to bribe or befriend Feldspar he may give them some small tidbits of knowledge as to the composition of forces and foes they may face within the Crater.

A1: Entrance and Approach

Feldspar keeps several large boulders next to the entrance of his cavern, and has a larger boulder which he uses as a front door. If Feldspar notices unknown visitors creeping up to his cavern… especially if they happen to be kobolds, orcs, trolls, or other undesirables, he rolls a warning boulder their way. If the first boulder does not convince unwanted visitors to turn away, he rolls a second one directly at them. Targeted boulders are large and require anyone climbing the escarpment to make a successful dexterity Save (CL 10) to leap out of the way or suffer 6d6 points of damage, and take a second dexterity Save (CL 5) or be knocked down the 1d100 ft. down the mountain side suffering 1d6 points of damage per 10 ft. fallen.

There is only a 15% chance that Feldspar is observing the entrance to his cavern.

FELDSPAR THE STONE GIANT *(This neutral creature's vital stats are HD 10d8, HP 53, AC 25. His primary attributes are physical. He attacks with a huge club for 2d6+6 points of damage. His special attack is rock throwing for 3d10 points of damage.)*

A2: Inner Cavern Entrance

This tunnel is 17 ft. high but is blocked with a smooth rounded boulder that is 10 ft. tall. Climbing the boulder would require a successful Climb check (CL 10) or a successful strength check (CL 10) to roll out of the way. Up to two individuals can push or roll the stone out of the way, affording a +2 to the check.

Feldspar has lain some rusted helmets, rent shields, and a battered breastplate atop the stone by way of an alarm bell. Anything attempting to climb over the stone must make a successful dexterity save (DC 10) to avoid knocking over the metal bits and making a huge racket. This can be considered a form of Trap to be located and disabled with a successful traps check (CL 5).

If the metal bits are knocked over, Feldspar becomes fully aware of the presence of the PCs if he is within the cave (50% chance), and prepares to greet intruders with his stone club and satchel of rocks in area A3. If he is not within the cave, he and his flock are somewhere along the escarpment of the crater, grazing.

A strong odor of fresh and burning manure can be smelled billowing over the gap between the stone and the cavern ceiling. A strange warbling groan can be heard if characters make a

successful wisdom check (challenge level 4) to listen carefully. Elves and other characters with superior hearing can make out that the sound comes from multiple beings.

A3: Great Cave

The northern half of the big cave contains a pen where Feldspar keeps his goats and sheep. The smell of manure and musk is even stronger here, though not so strong as to require a constitution save for the stench. It is obvious once the goats and sheep are discovered what the source of the strong odor is. Straw is strewn upon the floor and stone bins hold hay and grain. As the goats and sheep bleat, their cries echo off of the stone walls and ceiling creating an ominous sound.

GOATS (8) *(They are small heard animals whose vital statistics are HD 1d8, HP 3, AC 12. They may bite if cornered for 1d2 points of damage. They produce ½ gallon of milk per day.)*

SHEEP (10) *(They are small herd animals whose vital statistics are HD 1d8, HP 3, AC 12. They may bite if cornered for 1 point of damage. They are sheared twice a year producing about 15 lbs of wool per shearing per sheep.)*

The southern part of the cave is stacked with a large pile of wool, probably accumulated over several years. There is 500 lbs of raw wool here, whose market price would be about 50 gp. The eastern part of the cavern has a fire pit built which comprises of a huge spit and a ring of large stones. If Feldspar is present, the fire is lit. If he is away, the fire will have gone out. A cauldron, giant sized cook pan, and giant sized cooking utensils are arranged neatly next to the spit.

The northeastern part of the chamber contains huge, somewhat crude spindle, 500 yards of wool thread, and a crudely built loom which is strung with homespun. Several yards of homespun wool cloth have already been woven on this loom.

A4. Feldspar's Chamber

This cavern in the back of the main cave contains a carven pit about 19 ft. long which is filled with woolen blankets, tanned sheepskins. A large wooden box lies open when Feldspar is home, but is locked with a strong lock (CL 8) when he is gone. He keeps the key on a leather strap around his neck.

Feldspar's treasures include 4531 gold pieces, 211 platinum, 8192 silver pieces, 10,177 copper pieces, an expert trident, expert halberd from faraway Tsutsin, an expert matched set comprising a dwarven crafted battle axe and warhammer made of Umeshti steel, an expert flail, a oilskin valise worth 19 gp, a potion of water walk, and oil of bless.

If the PCs have managed to sneak all the way into this chamber without making a sound there is a 10% chance that they find Feldspar sleeping on his stone bed amongst a pile of sheepskins and blankets.

B. STIRGE CAVE

B1Entry.

This dark entry on the outer western side of the crater is about 2000 ft. up the slope is avoided by the local Kobolds and other denizens of the crater. The mouth of the hole is 15 ft. in diameter opening like a dark maw into the side of the crater. A nest of stirge's hangs along the ceiling of the entrance of the cavern.

STIRGES (3D6) *(These neutral creatures vital statistics are HD 1d6, HP 3, AC 16. They crawl 10 ft. or fly 40 ft.They attack with a touch attack of their proboscis dealing 1d3 points of damage. Their special ability is blood drain. Their agility gives them a +3 to their attack bonus and dexterity saves. They latch on to a target on a successful hit draining 1d4 hit points of blood damage to the target per round until 12 points of blood has been drained.)*

B2. Western Chamber

The Western Chamber has a rough irregular floor that slopes 30 ft. as it leads further south. The deeper into the cavern one goes the darker it becomes, until it reaches total darkness about 35 ft. into the chamber. The cavern floor is littered with the skeletons and drained husks of goblins, kobolds, orcs, and even ogres. Stirges hang unseen upon the ceiling which is 20 ft. above the sloping cavern floor.

STIRGES (3D10) *as above.*

1d6 additional stirges from neighboring chambers join the first nest until a total of 30 stirges have been destroyed. Upon the floor are 12 shortbows, 18 rusted shortswords, 11 bronze spears, 3 rusted battleaxes and 230 gp worth of various coins, a scroll of sleep, magic missile, shield, and charm person.

B3. Central Chamber

This chamber has a 35 ft. high ceiling. A rusted iron cage sits in the center of the chamber. The cage crawls with stirges who squawk incessantly as they attempt to get at whatever is in the cage. Broken bits of stirges litter the floor here as well, many fresh, others in various stages of rot.

STIRGES (30): *As Area B1.*

1d6 stirges arrive every round until a total of 30 more stirges have arrived. Once 60 stirges have been destroyed, the stirges are in essence purged from the cavern.

Once the stirges are cleared the denizen of the cage is revealed. Chained within the cage is a hill troll named Cralk.

CRALK THE TROLL *(chaotic evil, large troll, whose vital statistics are HD 9d8, HP 45, AC 16. His primary attributes are physical. He attacks with either a two-handed axe (1d12) or with his claws (1d4) and a bite (2d6). If both claws hit he can rend (1d4+1) and regenerates 2 hit points per round.)*

The lock to Cralk's cage is very strong requiring a successful locks check (CL 10) to unlock. The cage itself is extremely strong, requiring a successful strength check (CL 20) to break or

bend the bars. Cralk is also chained and manacled by his arms and feet with the same strength of lock and metal, though the chain could be sawn through with a hacksaw in about a minute, were such a saw available, and if Cralk could be trusted not to devour the bearer of the saw.

If freed Cralk is seemingly grateful. He offers to take the characters to a different cave which he says offers a safer entry into the Sinkhole. Of course he instead leads the PCs to his kinfok in Area C in order to "have them over for dinner."

Cralk speaks little of his imprisonment in the cage, other than to say whoever captured him really likes stirges, and comes to harvest 10-30 of the filthy creatures off of him every few weeks.

A successful search of the cavern involving a wisdom check (CL 8) finds a tattered copy of Dirty Bowbe's Roadhouse Recipes tucked under a stone in one corner. The value of this cookbook is priceless to the connoisseur if fine cuisine.

B4. The Eel Pool

A clear pool of warm water fed by a hot spring is home to a number of electric cave eels who have found their way here via the Eibon river. The eels bite at hands and feet that are dipped into the water. If they latch onto any prey they immediately use their electrical tail attack and bite attack.

EEL, ELECTRIC CAVERN (1D4) *(These medium sized neutral aquatic animals vital statistics are HD 3d8, HP 12, AC 15. Their primary attributes are physical. They attack with a bite for 1d6 points of damage and tail slap which deals 1d6 points of electric damage. Their special attack is stun.)*

C. TROLL CAVE

This cavern is a fairly simple affair with a boulder covering the entrance which requires a successful strength check (CL 10) to roll aside.

The cavern is home to Cralk's brothers Uhngo, and Sphunk. There is a 50% chance that one of the trolls in in the chamber at any given time and a 25% chance that both are present.

If the PCs have rescued Cralk, he easily rolls the boulder aside and leads them into the cavern where he makes to offer them a treasure from his loot pile. In reality he announces his presence to his brothers by calling loudly "Honey I'm home." This is their signal to roll the boulder back in front of the door and attack whoever the trolls have brought into their cavern.

UNGHO AND SPHUNK *(These chaotic evil, large trolls vital statistics are HD 9d8, HP 39, 43, AC 16. His primary attributes are physical. He attacks with either a two-handed axe (1d12) or with his claws (1d4) and a bite (2d6). If both claws hit he can rend (1d4+1) and regenerates 2 hit points per round.)*

The trolls have collected a +1 breastplate, a +1 umeshti steel battle axe which deals an additional point of damage (+2 total damage bonus), a scroll of sticks to snakes, a staff of striking with 10 charges, a scroll of fireball, ghost sounds, obscuring mist, and armor. A rusted iron chest contains 250 gp, 3100 silver pieces, 2 gems worth 25 gp each, and 3000 copper pieces.

A successful check for secret doors (CL 5) uncovers a secret path in the back of the chamber which leads to a kobold cavern on the inside of the crater bowl (Area E as chosen by the Castle Keeper).

The Rim of the Crater

At this vantage point 3500 feet above base of the crater is a long ridge offering a majestic view of the surrounding lands. Here and there small caves and pockets may be seen along the edges of the bowl as it descends to the floor of the crater. Likewise a careful observer making a successful wisdom check may notice smoke and firelight rising from some of these pockets. This of course is a sure indication that some form of intelligent life may be found here. Even from this high vantage point a black smudge can be seen in the center of the crater.

D. THE BOWL

The bowl of the crater descends some 900 feet from its rim and is over three miles across, giving some indication to the size of the cataclysm that struck here all those thousands of years ago. Similarly to the climb up the side of the Crater, the descent is a simple affair, with a climb difficulty of (CL 1). The slopes are semi wooded, with sparse pine trees growing up here and there in various locations. It is evident from looking at the wooded knots that many of these trees are regularly harvested giving the bottom of the bowl a rather sparse and wide-open look. Here and there the bowl is dotted with the stumps of petrified trees, all that remains upon the surface to remind folk of the great tragedy which resulted in the destruction of the Umeshti capitol and the scattering of its proud folk.

E. KOBOLD CAVES

The bowl is dotted with a dozens of small caverns that serve now as lookout posts and dwellings for small bands of kobolds under Scritch's command. The kobolds may harass the PCs with skirmishers until they lose roughly a dozen of their kind. At this time any survivors retreat at all haste to the crater, take the lift down to Level 1 and warn Skritch and his company of new arrivals, offering details to the strength and composition of the party.

Each cavern houses 2d6 kobolds. These kobolds are most active at night, as they dislike the sun and bright light. They keep one sentry posted as a lookout by the mouth of the cave during daylight hours. For this reason the caves are easy to avoid during daylight hours, but the bowl itself becomes a very dangerous place at night as the kobolds leave their caves to go scour the bowl for prey.

KOBOLDS, 2D6 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 points of damage and spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They carry weapons and have 1d4gps each.)*

KOBOLD SUB-CHIEFTAIN *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

The Sinkhole

Located in the very center of the craters bowl is this yawning pit known as the sinkhole. The sinkhole is roughly thirty feet across on all sides. A dark stench blows forth from it, being a mixture of some sulfurous gas and the pungent odor of rotting snakeskin. In the daytime, sunlight peers down as far as fifty feet into the yawning void before disappearing well like into a black eye of nothingness.

F. OUTER SINKHOLE LIFT

This lift is similar to all the other lifts within the sinkhole. During evening hours it is guarded by 6 kobolds. During the day it remains unguarded but not unwatched by kobolds on guard duty at the lift dock in Area 1-1 below.

6 KOBOLD GUARDS *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 points of damage and Spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They carry weapons and have 1d4gps each.)*

The kobolds do not immediately attack but waive their weapons about threateningly and demand the purpose of the characters intrusion into the kingdom of the Great Skritch. They of course do this in their own barking snapping reptilian tongue, which should sound for all intents and purposes like dire threats. If the characters do not speak the kobold tongue, they are attacked in 1d4 rounds after much chest beating and many threatening motions. If the characters do speak kobold, the kobolds demand to know what purpose the characters have in visiting the land of Skritch. If the characters speaking with them offers a good reason for why they seek entry into the sinkhole, a tribute of no less than 100gp per visitor. Should the characters be unable to pay they are asked to leave. If they refuse to leave, combat ensues. If the tribute is paid the characters are escorted directly to the lift located on level 2-16. Of course the kobolds demand a second tribute of 200gp per visitor on any return trip out of their domain.

Skritch's Kingdom: Sinkhole Levels 1 and 2.

The first populated lairs within the great Umeshti sinkhole is the domain of "king" Skritch the kobold and his vicious kobold gang. Skritch rules the two top most dungeon levels and most of the crater's bowl as his own private kingdom for so long as he can keep intruders out of the lairs of far more powerful beings below. The success of Skritch as an entry level guardian of the dungeon may be measured in the fact that other beings who dwell deep within the earth are known to grant him some form of simple tribute in order to pass freely into the outside world. For this and many reasons Skritch's band is well outfitted with armor and gear and Skritch himself has become quite wealthy (as far as kobolds go).

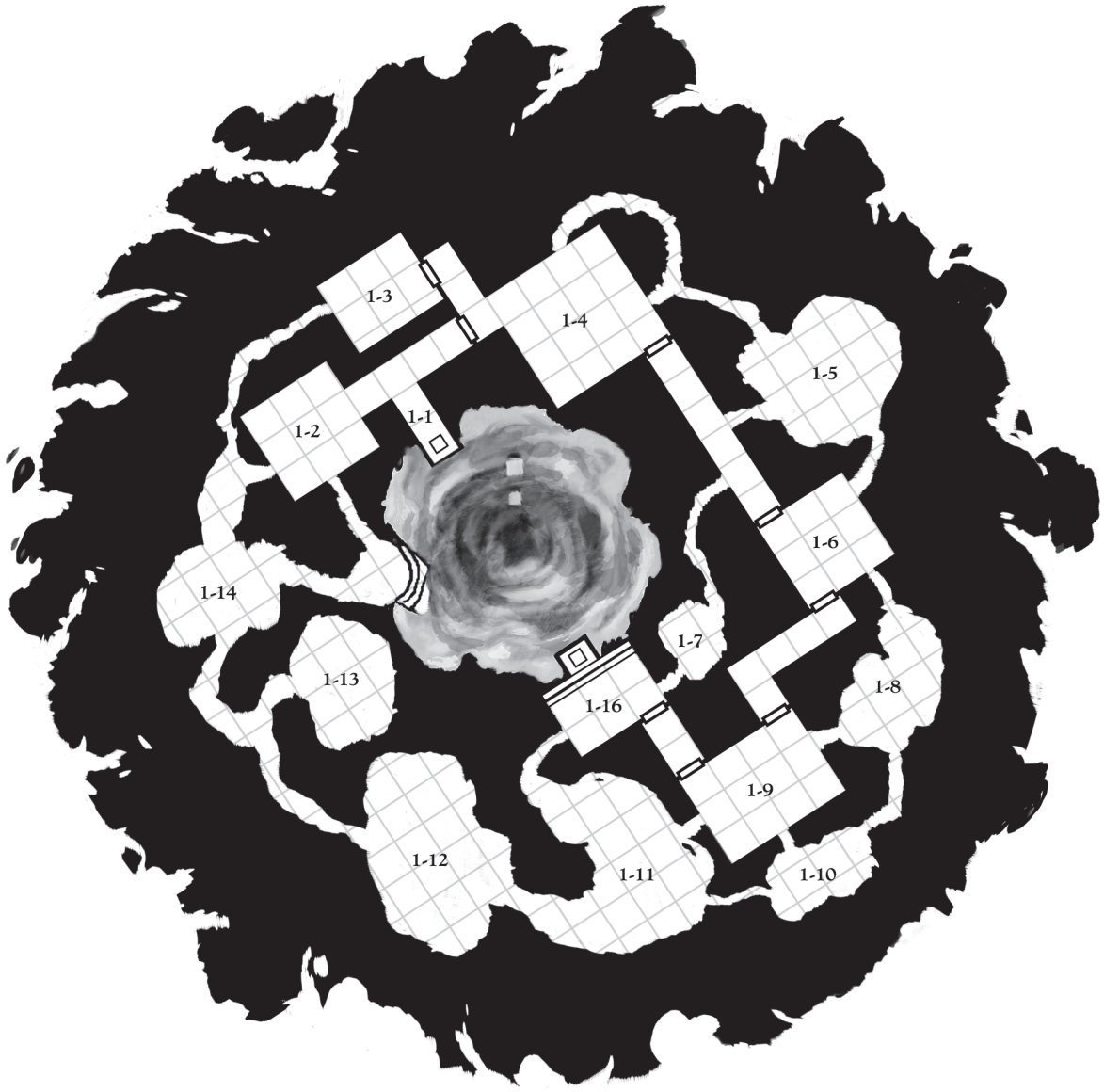
Sinkhole Level 1: Kobold Nests

Features

DARKNESS: The sinkhole is dark and thus requires the use of artificial light or night vision, in order to make one's way.



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Crater Map Level 1

LOCKED DOORS: Unless otherwise noted the doors in the upper chambers are locked and have a (CL 2) requiring a successful open locks check of 14 or better by a character with the suitable ability in order to open. The doors are heavy and made from petrified wood leftover from the dwarven rule of the sinkhole. Thus although they technically cannot be missed with any attack roll, the doors have 20 hit points and are virtually immune to any ranged attacks short of a bolder hurled by a giant.

THE KOBOLD HIGHWAY: These passages cut into the natural rock by the kobolds are only wide enough for small or smaller figures to move through. Beings larger than small size may crawl on their belly through these holes at ½ their movement rate but may only do so in single file and are denied any dexterity bonuses to armor class. Medium sized creatures in heavy armor may not pass through the kobold highway without getting them tightly wedged in one of the tunnels, requiring the assistance of others to pull themselves free. All creatures larger than medium size suffer a -2 to all attack rolls in these tight quarters.

SINKHOLE: Falling into the sinkhole pit from any height may have unthinkable consequences and usually results in instantaneous death for those not protected with magic or the ability to fly by other means. There is a cumulative 5% chance for every 80 feet fallen that the subject may hit a ledge on one of the levels below. In this event, the subject takes 1d6 for every ten feet fallen as they strike heavily upon the ledge below. An additional check is made for every 80 feet fallen. After a distance of about 880 feet the subject hits bottom and takes 88d6 points of falling damage and is likely quite dead.

DWARVEN LIFTS: These ancient mechanisms still function fluidly, a testament to the ingenuity of the dwarves who crafted them. The lifts are fashioned with browned steel baskets that look in the entire world like a large birds cage. Each basket is large enough to hold roughly six medium sized beings and support up to 10,000 lbs of weight.

The lifts are operated with a simple hand break mechanism on the inside of the cage, lowering the subjects peacefully down the sinkhole shaft until they come to rest at the side of one of the lift docks. The lifts have a magically hardened cable and pulley system that cannot be shattered, cut or broken by any means save that of something with truly titanic strength. Their enchanted nature resists the power of all magic save that of a wish spell. Each lift has roughly 100 feet of cable and is just long enough to lower a basket to the lift dock below it or the lift dock above which it is attached to.

RANDOM ENCOUNTERS: Roll 1d6 for a Random Encounter once ever 15 minutes the characters explore Level 2. A roll of 1 indicates a random encounter takes place. Roll 1d6 on the following chart.

1. Fubar the Ogre
2. 1d4 kobolds
3. 1d2 kobold snipers
4. Lesser kobold shaman (2hd)
5. 1d20 giant rats
6. 1d2 young cavern raptors.

1-1.THE FIRST LIFT DOCK

The basket settles at the first lift dock. Hidden in the shadows of the landing are 2 kobolds that have been alerted by the descent of the basket. Likewise if kobolds have escaped from one of the kobold caverns, double this number is lying in wait. As soon as the basket is within ten feet of the landing, the kobolds open fire with shortbows. As the characters reach the landing, the kobolds retreat to area 1-2 and eventually through the Kobold Highway to their warrens. Unless dispatched quickly, one of the kobolds always attempts to flee towards Area 1-2 and beyond to Area 1-14 where further runners are sent throughout the warren to set traps and activate guard patrols. The second way that the kobolds may be alerted to the presence of the characters is by a successful wisdom check from the kobold lookouts in Area 1-15 who may assist the kobolds on the lift dock with missile fire across the wide sinkhole.characters thus engaged by the kobolds in Area 1-15 gain a +1 to their armor class due to the lift basket giving them some slight cover.

KOBOLD GUARDS, 2 OR 4 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or by weapon for1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have a shortsword or spear and shortbow with 20 arrows, 1d4 gps each.)*

1-2.THE FIRST AMBUSH

This chamber once served the dwarves who built it as a guard shack. Time, erosion and the constant tunneling by the kobolds has made it a chamber of death, designed to draw creatures up from the lift dock in Area 1-1 into this ready made ambush. Small holes in the southern and western wall lead to the Kobolds Highway and hide Kobold snipers, should the warren be warned of intruders. This warning is achieved in two ways. Survivors from any fight at the lift dock run towards Area 1-14 for reinforcements. The second way that the ambush is set, occurs if any of the lookouts from Area 1-15 survive missile combat with the characters and move into the ambush position in the small hole in the southern edge of the wall after the characters have stepped from view. In this event one of the lookouts moves to Area 1-14 and then through the rest of the warrens of the Kobold Highway to warn every subsequent tribe member they come across.

If the ambush is in effect and the kobolds have had at least 3 rounds to prepare they shatter flasks of oil on the floor of the chamber and wait for the characters to slip in the oil before igniting it. The subsequent flames deal 1d6 points of damage per round for 1d2+1 rounds to anyone standing or slipping in the oil. The oil is slippery like the effects of a grease spell (See Spell Appendix), with a (CL 5), requiring anyone stepping on it or moving across it to make a dexterity save to keep their footing. After 1d2+1 rounds have gone by the floor is passable again. Smoke from the fires is sucked down the eastern hallway and out through the sinkhole which acts as a natural chimney. Beings caught in the eastern hallway who are not directly effected by the fire must make a constitution save (Challenge Level 5) or begin choking and gagging from smoke inhalation and may take no actions other than to drop to the floor helplessly until the fire has died out.

1-3. SUB-CHIEFS QUARTERS

There are two kobold sub-chiefs named Frag and Sazuba are in this chamber 50% of the time. From this northerly position within the upper warrens they are able to move swiftly through the eastern and western tunnels and rally their charges and direct operations. The door in the eastern end of the chamber is locked with a standard lock but each possesses a key. The sub-chiefs were raised by Skritch himself and are considered to be princes amongst the kobold clan. Should either Frag or Sazuba be captured, the kobold king does anything in his power to gain their freedom. Anything that is, except sacrifice his own scaly hide.

KOBOLD ELITE SUB-CHIEFTAINS *(Frag, Sazuba) (These lawful evil creature's vital stats are HD 3d8, Hp 12, 14, AC 17. They attack with a bite for1d2 or by weapon for 1d6+1 points of damage. They have darkvision 60ft. and are light sensitive. They carry a +1 shortsword, +1 spear and +1 shortbow with 20 arrows, and 2d6+4 gp.)*

TREASURE (A locked chest (Challenge level 3) contains 133 gp, 3 agates worth 35 gp each and 2 potions of cure light wounds.)

1-4. FUBAR'S DEN

Through bribery, flattery and a constant supply of provisions, the kobolds of the crater and the sinkhole have managed to hire the wicked ogre Fubar. Fubar acts as a sort of guardian for the tooled halls of the upper sinkhole, being too large to squeeze his girth into the Kobold Highway. Fubar patrols the hallway between the lift Area 1-1, Area 1-6 and Area 1-2 when alerted to do so by Frag or Sazuba. Otherwise he is found within his den.

FUBAR THE OGRE *(This chaotic evil creature's vital stats are HD 4d8, Hp 24, AC 16. His primary attributes are physical. He attacks with a single fist slam for 1d10 points of damage or with a large club for 1d8+3 points of damage.)*

Fubar is stupid enough to fight to the death.

Fubar has gotten quite rich by ogre standards for helping out the kobolds and has an iron bound chest that contains the spoils of several years of intimidation and strong-arm tactics.

TREASURE: The chest has no lock in it as none of the kobolds would dare attempt to steal from their guardian. Inside are 120gp, 200sp, 323cp, a silver dagger, a broken helmet, 2 potions of healing and a one-gallon jug of sour wine worth 5gp.

1-5. EASTERN NEST

This cavern contains several kobold nests and is guarded by 10 kobold warriors, four kobold snipers, a kobold shaman and a kobold sub-chief. The snipers take turns watching the kobold highway as the warriors, and females busy themselves with procreation and the tending of the egg clutches and newly hatched kobold young.

KOBOLDS, 10 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

KOBOLD FEMALES, 6 *(These lawful evil creature's vital stats are HD 1d8-4, HP 1, AC 15. Their primary attributes physical. They attack with a single bite for 1d2 points of damage. They have darkvision 60ft. and are light sensitive.)*

KOBOLD HATCHLINGS, 8 *(These lawful evil creature's vital stats are HD 1d4, HP 1, AC 12. They attack with a single bite for 1 hit point of damage. They have darkvision 60ft. and are light sensitive.)*

KOBOLD SNIPERS, 4 *(These lawful evil creature's vital stats are HD 2d8-4, HP 4, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 or a bow for 1d6+1 or shortswrod for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. Each sniper carries a shortsword, shortbow, 20 arrows, and 1d4gp.)*

LESSER SHAMAN *(This lawful evil creature's vital stats are HD 1d6, HP 3, AC 15. His primary attributes are mental. He attacks with a bite 1d2 points of damage and dagger for 1d4 points of damage or with magic spells. He has darkvision 60ft. and is light sensitive. He carries a dagger and 2d4gp. His spells are: command, magic missile.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

There are 36 kobold eggs in three small clutches.

1-6. OLD DWARVEN STORES

This chamber was once a storehouse for dwarves barracked here all those hundreds of years ago. Of course the kobolds have long since plundered what little remained when the dwarves left their mining operations behind and have booby-trapped the room with a half dozen trip wire sprung light crossbows. The crossbows are aimed so that three face one door and three face the other.

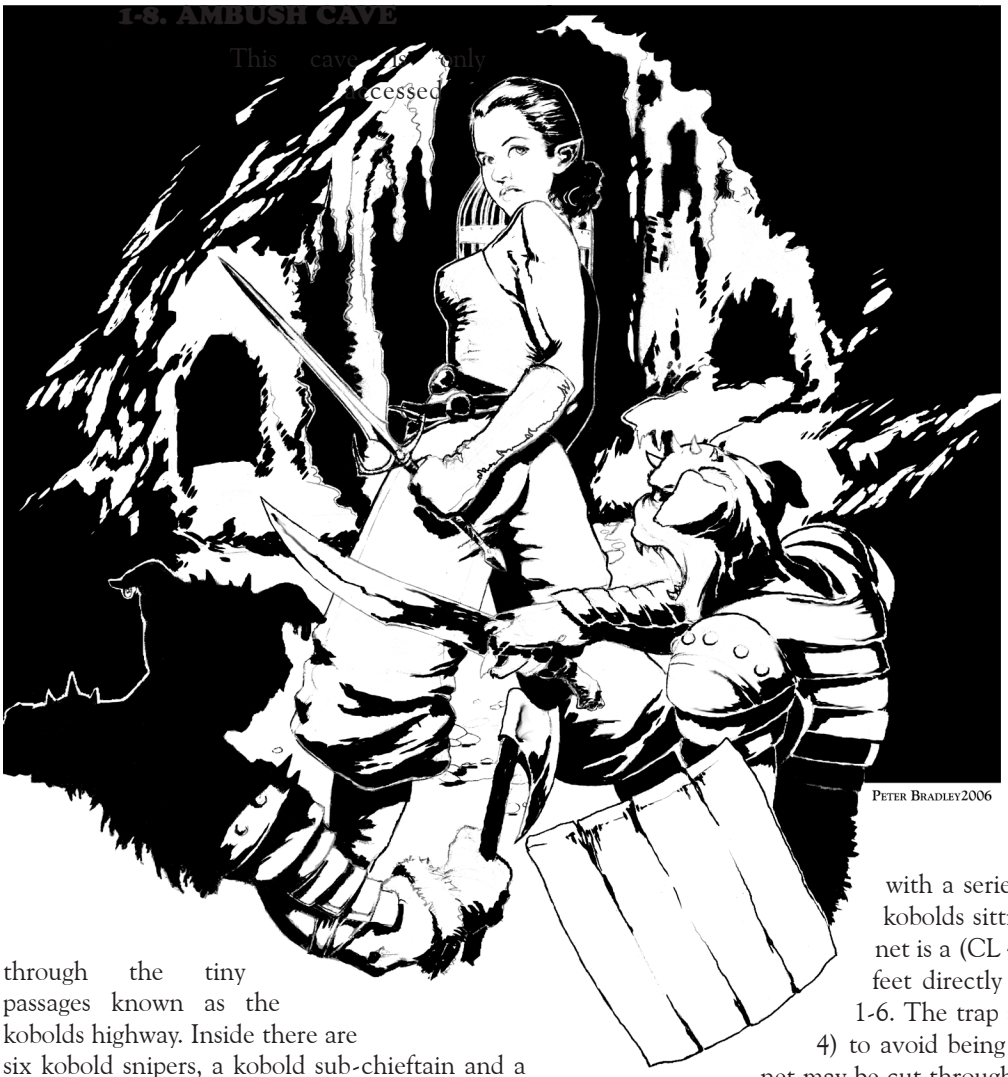
The crossbow trap has a (CL 2). The trip wires are rigged to the locked doors of the chamber. If the trip wires are not detected or disarmed the trap fires 3 crossbow bolts at anyone standing behind the door when the door opens, determined at random. The bolts are +10 to hit and deal 1d6 points of damage each.

If the doors are opened and the trap is overcome without firing at the intruders, the kobolds from Area 1-5 and Area 1-8 are taken completely by surprise and lose their first round of attacks as they ponder why their clever trap did not work.

1-7. SALLY PORT

This small cavern serves as a lookout roost and a means of quick passage from Areas 1-5, 1-6 and 1-16. There are typically 4 kobolds in this area at any given time keeping an eye on comings and goings through Area 1-16.

KOBOLDS, 4 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*



through the tiny passages known as the kobolds highway. Inside there are six kobold snipers, a kobold sub-chieftain and a lesser shaman. The kobolds spend the majority of their time bored out of their tiny dog like skulls, playing dice and cooking whatever they have caught or in most instances eating rats and large spiders or centipedes raw. In the event that intruders have entered the sinkhole, the kobolds lie in wait at the small tunnel leading to Area 6 and 9. If several of their number have fallen they move to the guard nest or lair offering the easiest escape from the PCs to regroup with other Kobolds and formulate a counter attack.

KOBOLD SNIPERS, 6 *(These lawful evil creature's vital stats are HD 2d8-4, HP 4, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 or a bow for 1d6+1 or shortswrod for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. Each sniper carries a shortsword, shortbow, 20 arrows, and 1d4gp.)*

LESSER SHAMAN *(This lawful evil creature's vital stats are HD 1d6, HP 3, AC 15. His primary attributes are mental. He attacks with a bite 1d2 points of damage and dagger for 1d4 points of damage or with magic spells. He has darkvision 60ft. and is light sensitive. He carries a dagger and 2d4gp. His spells are: command, magic missile.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

1-9. OLD DWARVEN GUARDROOM

The dwarves once used this chamber when they were mining meteoric elements from the sinkhole. The chamber has long since been stripped of any valuable materials and instead is now set with a booby trap designed to capture any foolish enough to delve into the heart of Skritch's kingdom.

A large net is set along the ceiling of the chamber, disguised beneath thick spider webs. The net is set with a series of ropes which are controlled the kobolds sitting in the ambush trigger cave. The net is a (CL 4). The trap covers an area of 20x20 feet directly before the door leading from Area 1-6. The trap acts like a web fills spell with a (CL 4) to avoid being entangled in its knotted coils. The net may be cut through with a dagger or other small edged blade, but takes 1d4 rounds to cut ones self free. Pinning or locking the trigger rope may disarm the trap. Unlike a web fills spell the net that is braided from hemp and other materials does not burn easily away with a torch.

Trapped individuals are held to the spot where they became entangled in the net and lose any benefits offered by dexterity to their armor class. They are unable to make any movements except to attempt to cut them free from the net.

As soon as the net trap is sprung, kobolds begin firing arrows at intruders trapped in the net from the holes in the walls that lead to Areas 1-10, 1-11 and 1-8. Only one kobold may attack from each hole at a time due to the small, narrow nature of the holes.

This trap has the earmarks of a total party kill due to the fact that all party members may become entangled in the trap. Proceed with caution.

1-10. NET TRIGGER CAVE

The net trigger cave houses two kobold snipers and a lesser kobold shaman. The snipers wait to trigger the net trap upon anyone who enters the old dwarven guard post. The kobolds

wait to spring the trap so that they may catch as many foes as possible in their trap. One kobold fires arrows on targets while others hands it arrows to reload. When the arrows are expelled, the shaman casts his spells and all retreat to Area 1-11 to re-supply. In the event that they are flushed from their firing position the kobolds move to Area 1-11 or Area 1-8.

KOBOLD SNIPERS, 2 *(These lawful evil creature's vital stats are HD 2d8-4, HP 4, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 or a bow for 1d6+1 or shortswrod for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. Each sniper carries a shortsword, shortbow, 20 arrows, and 1d4gp.)*

LESSER SHAMAN *(This lawful evil creature's vital stats are HD 1d6, HP 3, AC 15. His primary attributes are mental. He attacks with a bite 1d2 points of damage and dagger for 1d4 points of damage or with magic spells. He has darkvision 60ft. and is light sensitive. He carries a dagger and 2d4gp. His spells are: command, magic missile.)*

1-11. LESSER GUARD NEST

This hollowed out kidney shaped cavern serves as the main guard nest for level 1 of the sinkhole. Only accessible through the kobold highway the nest houses a dozen kobolds, their arms and equipment, a sub-chieftain and a pair of lesser kobold shamans. Strangers entering the sinkhole are observed carefully by the guards posted in this nest. The kobolds posted here are not considered a "static" encounter. They may move to re-enforce other nests or harass enemies through the kobold highway.

There is a fire pit in the center of the cave filling the chamber with the stench of oily smoking offal.

KOBOLD GUARDS, 12 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

LESSER SHAMAN, 2 *(These lawful evil creature's vital stats are HD 1d6, HP 3, AC 15. Their primary attributes are mental. They attack with a bite 1d2 points of damage and dagger for 1d4 points of damage or with magic spells. They have darkvision 60ft. and are light sensitive. They carry a dagger and 2d4gp. Their spells are: command, magic missile.)*

TREASURE (The half rotting body of an orc captured in the sinkhole has served the kobolds in this chamber for many meals. Aside from the orc corpse there are 30 spears, and a barrel filled with 100 shortbow arrows.)

There are no non-combatants in this chamber due to its proximity to the lifts.

1-12. SOUTHERN NEST

This cavern is home to many non-combatant kobolds and numerous mud and wattle nests created by kobold females for the incubation and rearing of their young. There are 10 adult males who guard the chamber. There are 8 females, 16 hatchlings and 34 eggs, including 1 black egg, which will one day hatch into a kobold shaman. The females and hatchlings only attack if they themselves are attacked and instead flee to guarded areas for protection, snatching up the black egg and 1d2 eggs each.

KOBOLDS, 10 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

KOBOLD FEMALES, 8 *(These lawful evil creature's vital stats are HD 1d8-4, HP 1, AC 15. Their primary attributes physical. They attack with a single bite for 1d2 points of damage. They have dark vision 60ft. and are light sensitive.)*

KOBOLD HATCHLINGS, 16 *(These lawful evil creature's vital stats are HD 1d4, HP 1, AC 12. They attack with a single bite for 1 hit point of damage. They have darkvision 60ft. and are light sensitive.)*

1-13. CAVERN RAPTOR NEST

This cavern serves as the nest of cavern raptors bred by the kobolds as guard and hunting dogs. There are 5 cavern raptor eggs that are tended day and night by four kobold females and a kobold sub-chief who acts as a trainer for the beasts from the time they hatch. Currently there is one cavern raptor hatchling in the process of being trained for guard duty. The eggs fetch 20 gps each on the open market, however the beasts are difficult to train and they do not acclimatize well to above ground conditions.

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

KOBOLD FEMALES, 4 *(These lawful evil creature's vital stats are HD 1d8-4, HP 1, AC 15. Their primary attributes physical. They attack with a single bite for 1d2 points of damage. They have dark vision 60ft. and are light sensitive.)*

CAVERN RAPTOR HATCHLINGS *(These neutral, creature's vital stats are HD 1/5 d8, Hp 2, AC 12. Their primary attributes are physical. They attack with a bite for 1d2 and 2 claws for 1d2 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

1-14. CAVERN RAPTOR KENNEL

This cavern serves as a kennel for several cavern raptors and their masters. The chamber stinks of rotting flesh and its floor is covered with broken bones and offal.

There are 4 young and 2 adult cavern raptors in this chamber as well as two kobold sub chiefs who act as handlers.

YOUNG CAVERN RAPTORS, 4 *(These neutral creature's vital stats are HD 1d8, Hp 3, 4, 5, 6, AC 12. Their primary attributes are physical. They attack with a bite for 1d3 and 2 claws for 1d2 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

ADULT CAVERN RAPTORS, 2 *(These neutral creature's vital stats are HD 2d8+1, Hp 10, 12, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 and 2 claws for 1d3 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. Their primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. And is light sensitive. He carries weapons and 2d6+4gp.)*

1-15. LOOKOUT POINT

This ledge juts out from the edge of the sinkhole and affords a good view of both landings, as well as any raising or descending lift baskets. There are typically 2 kobolds keeping watch on this ledge at any given time.

KOBOLD GUARDS, 2 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

1-16. LIFT TO LEVEL 2

The doorway to the south side of the chamber is locked. The key is in the possession of Malash the Necromancer on the fourth level of the dungeon, who serves as sort of an unofficial gatekeeper. The kobolds have no need for the keys as they use the kobold highway to get pretty much anywhere they need to go in the top level of the dungeon. The door lock has a (CL 6).

A pair of small holes flank the locked door serve as entrances into the kobold highway and the numerous nests they have built on the upper floor. The holes have a (CL 2) and require a check of 14 or 20 to notice depending on the characters primes. It is into these passages that the kobold skirmishers flee to should the PCs survive the ambush. The holes are passages into the Kobold Highway and are observed by any surviving kobolds from Area 1-11 and 1-7.

A sub-chieftain and 4 kobold warriors guard the lift to Level 2 of the sinkhole as it is frequently used by the Kobolds to move between Level 1 and Level 2 of their lair. If the kobolds have not been alerted to dangers however, these kobolds are found elsewhere in one of the nests or caves.

KOBOLD GUARDS, 4 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

The lift basket is identical to the one at the mouth of the cavern and descends roughly fifty feet to the landing platform at Area 2-1.

Sinkhole Level 2: Court of the Kobold King

This level contains many secrets and the crème of the crop of the kobold nation. Skritch resides upon this level along with his chief shaman and their many progeny.

Features

DARKNESS: The sinkhole is dark and thus requires the use of artificial light or night vision, in order to make one's way.

LOCKED DOORS: Unless otherwise noted the doors in the upper chambers are locked and have a (CL 2) requiring a successful open locks check of 14 or better by a character with the suitable ability in order to open. The doors are heavy and made from petrified wood leftover from the dwarven rule of the sinkhole. Thus although they technically cannot be missed with any attack roll, the doors have 20 hit points and are virtually immune to any ranged attacks short of a bolder hurled by a giant.

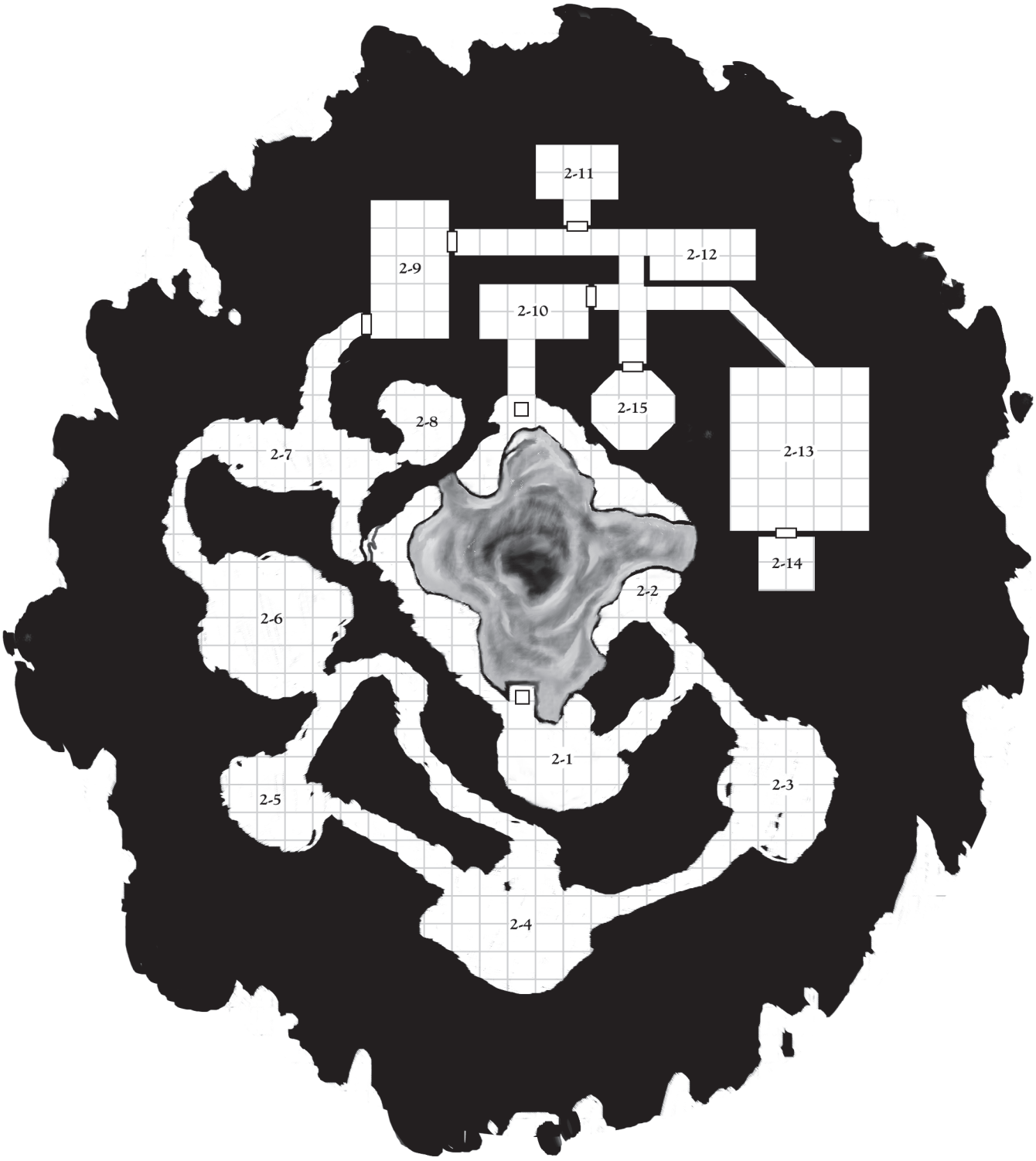
RANDOM ENCOUNTERS: Roll 1d6 for a Random Encounter once ever 15 minutes the PCs explore Level 2. A roll of 1 indicates a random encounter takes place. Roll 1d6 on the chart below to determine the type of encounter.

1. 1d4 kobolds
2. 1d4 small spiders
3. 1d20 giant rats
4. 1d2 kobold elite
5. Lesser Kobold Shaman (3hd)
6. 1d2 Adult Cavern Raptors

2-1. SECOND LEVEL LANDING

The basket from Area 1-16 above descends roughly 50 feet into darkness until reaching the second landing for level 2 of the Umeshti Sinkhole. The landing opens immediately into a decent sized cave which is guarded by a 12 kobold sentries, this number is doubled in the event that the lower caverns have been warned by kobolds escaping from any assault in the kobold highway or against the upper nests. Typically the kobolds here busy themselves with sharpening weapons, drinking, playing games or hunting rats to eat.

If the PCs arrive in the company of Frag or Sazuba, and have somehow managed to make friendly terms with the kobolds, the guardians pay them no heed. Otherwise they attack immediately with 1-2 of their number rush off to Area 1-3, from 1-3 to Area 1-4 and so on until the entire hive has been warned of the PCs approach.



Crater Map Level 2

KOBOLD GUARDS, 12 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

2-2. LOOKOUT POINT.

Like previous lookouts this ledge serves as a lookout to keep an eye on those coming up from or descending the baskets in Areas 2-1 and 2-16. There are 2 kobold snipers who keep an eye on descending baskets from this ledge. The fall from the ledge is deadly and kobolds maneuver to knock foes from the ledge if faced with melee combat.

KOBOLD SNIPERS, 2 *(These lawful evil creature's vital stats are HD 2d8-4, HP 4, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 or a bow for 1d6+1 or shortswrod for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. Each sniper carries a shortsword, shortbow, 20 arrows, and 1d4gp.)*

2-3. WARRIOR CAVERN

This cavern serves as a mess hall and general quarters for the kobold warriors who guard Skritch's domain. There are at least a dozen kobolds, a sub-chieftain and a kobold shaman in this chamber at any given time. The kobolds pass the time eating, practicing with their weapons or torturing prisoners whom they have captured from the crater above or the depths of the sinkhole below.

KOBOLD GUARDS, 12 *(These lawful evil creature's vital stats are HD 1d8-4, HP 2, AC 15. Their primary attributes are physical. They attack with a bite for 1d2 or spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They have weapons and 1d4gp each.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

LESSER SHAMAN *(This lawful evil creature's vital stats are HD 1d6, HP 3, AC 15. His primary attributes are mental. He attacks with a bite 1d2 points of damage and dagger for 1d4 points of damage or with magic spells. He has darkvision 60ft. and is light sensitive. He carries a dagger and 2d4gp. His spells are: command, magic missile.)*

Ynger Froog, a gnome from lamplight station is currently tied from a hook in the ceiling as the kobolds take turns using the poor gnarled fellow like a piñata, beating him with spear staves until he passes out and starting again as soon as he recovers. If Ynger is rescued he offers to assist the party as a guide of sorts. If the party decides against taking Ynger along on their explorations, he suggests that if they manage to make it deeper into the sinkhole, they stop by Lamplight Station and have a pint or two on him, and offers to craft a very generalized map leading to the Station. Lamplight Station will be detailed in a later installment of the Crater of Umeshti™ series of adventures.

If a map is offered make sure that Ynger manages to leave out some of the most important "surprises" along the way. Likewise it is important that if Ynger joins the party he not lead the PCs too far astray from trouble.

YNGER FROOG *(This 3rd level, neutral good gnome rogue's vital stats are HD 3d6, HP 12, AC 10 (current, this increases to AC 16 with dexterity and studded leather). His primary attributes are dexterity and intelligence. His significant attributes are dexterity 18, and intelligence 13. His special abilities include gnome racial traits and rogue abilities. He has no equipment.)*

2-4. CAVERN RAPTOR CAVE

This chamber houses 4 cavern raptors that have been fully trained by the kobolds. These vicious beasts work in teams of 2 and are leashed by sub-chieftains who hiss basic commands to them in kobold. If the nest has been alerted to the presence of foes, these sub-chieftains roam out from the kennel and release the cavern raptors on foes as they stand back and give commands. The cavern raptors fight to the death and tend to swarm individual foes, ripping them to shreds before moving to attack the next victim. Their masters can only stay their assault if they fail a charisma check vs. their master.

ADULT CAVERN RAPTORS, 4 *(These neutral creature's vital stats are HD 2d8+1, Hp 10, 12, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 and 2 claws for 1d3 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

KOBOLD SUB-CHIEFS, 2 *(These lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and is light sensitive. They carry weapons and 2d6+4gp.)*

2-5. CAVERN RAPTOR NEST

This cavern raptor nest is similar to the one found in Area 1-13. It holds 6 eggs, 3 of which are close to hatching and 3 hatchlings that are tended by a kobold sub-chieftain and 3 females. Also there is always a pregnant cavern raptor here that is close to giving birth. If the eggs are threatened the female goes berserk and cannot be managed even by commands of the sub-chief. This female not only turns on those who threaten the nest, but any kobolds within reach of her razor sharp claws and needle like teeth.

ADULT CAVERN RAPTOR *(This neutral creature's vital stats are HD 2d8+1, Hp 14, AC 12. His primary attributes are physical. He attacks with a bite for 1d4 and 2 claws for 1d3 points of damage. His special abilities are scent and darkvision 60ft.)*

CAVERN RAPTOR HATCHLINGS *(These neutral, creature's vital stats are HD 1/5 d8, Hp 2, AC 12. Their primary attributes are physical. They attack with a bite for 1d2 and 2 claws for 1d2 points of damage. Their special abilities are scent and darkvision 60ft.)*

KOBOLD SUB-CHIEF *(This lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. He has darkvision 60ft. and is light sensitive. He carries weapons and 2d6+4gp.)*

KOBOLD FEMALES, 3 *(These lawful evil creature's vital stats are HD 1d8-4, HP 1, AC 15. Their primary attributes physical. They attack with a single bite for 1d2 points of damage. They have dark vision 60ft. and are light sensitive.)*

2-6. GREAT NEST

This nest contains more eggs than any of the nests in the 1st Level of the Sinkhole. Most of the eggs and young in this nest were fathered by King Skritch himself, and from their ranks come the vast majority of sub-chieftains and shamans. The entrances of the chambers are each guarded by 2 sub-chieftains and 1 lesser shaman tend to the eggs along with 6 females. The clutch of eggs in this chamber is quite impressive, numbering over 100, with 10 being black eggs, noted to be those from which spring the kobold shamans. When the hatchlings mature, they are trained and more often than not sent out into the bowl of the crater to avoid overpopulation amongst those living within the sinkhole.

KOBOLD SUB-CHIEFTAINS, 2 *(These lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 points of damage, and spear, shortsword or shortbow for 1d6 points of damage. They have darkvision 60ft. and is light sensitive. They carry weapons and 2d6+4gp.)*

LESSER SHAMAN *(This lawful evil creature's vital stats are HD 1d6, HP 3, AC 15. His primary attributes are mental. He attacks with a bite 1d2 points of damage and dagger for 1d4 points of damage or with magic spells. He has darkvision 60ft. and is light sensitive. He carries a dagger and 2d4gp. His spells are: command, magic missile.)*

KOBOLD FEMALES, 6 *(These lawful evil creature's vital stats are HD 1d8-4, HP 1, AC 15. Their primary attributes physical. They attack with a single bite for 1d2 points of damage. They have dark vision 60ft. and are light sensitive.)*

2-7. FUNGUS GARDEN

The length of this chamber is filled with screechers. These fungal masses serve as a sustainable food source for the kobolds that also use the chamber as a privy, keeping the fungus fertilized. The screechers have become accustomed to the presence of the kobolds and therefore do not let out their piercing shriek unless approached with a lit torch or other light source. To this end the fungus garden also serves as a warning blast of last defense for the kobolds in the event that invaders come within striking distance of the worked stone chambers which house Skritch's "royal" family. The proximity of the gardens to the sinkhole cause the shriek to the screechers to reverberate through the mouth of the pit and out for a quarter mile into the crater beyond. This clarion warning brings swarms of kobolds from the hills to the defense of their sinkhole kingdom. These reinforcements arrive within the hour. Their arrival is perhaps too late to save King Skritch, but certainly in enough time to make escape from the sinkhole difficult to say the least.

SCREECHERS, 20 *(These neutral creature's vital stats are HD 3d8, HP 13, AC 8. Their primary attributes are none. They have twilight vision and are able to shriek.)*

2-8. TRAINERS CAVE

This chamber serves as a training ground for immature cavern raptors and their masters. The hatchlings are brought small creatures to stalk and hunt and offered prizes for good behavior. They are of course beaten senseless for poor behavior, which teaches the young raptors to fear their master as if it were their "parent."

Currently there are 3 young cavern raptors and their trainers present in the chamber, unless of course a warning has been issued by kobolds from the sinkhole areas above, or other chambers on this level. In this instance the raptors and their trainers join with other groups of kobolds to harass the characters and offer opportunities for Skritch and his fellows to escape to Level 3 of the sinkhole.

YOUNG CAVERN RAPTORS, 3 *(These neutral creature's vital stats are HD 1d8, Hp 3, 4, 5, 6, AC 12. Their primary attributes are physical. They attack with a bite for 1d3 and 2 claws for 1d2 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

KOBOLD TRAINERS, 2 *(These lawful evil creature's vital stats are HD 1d8, HP 6, AC 16. Their primary attributes are physical. They attack with a bite for 1d2 or shortsword for 1d6 points of damage. They have darkvision 60ft. and are light sensitive. They each have 2d6+4gps.)*

2-9. ELITE GUARD BARRACKS

This chamber houses 20 crack kobold guards who serve as the chief bodyguards for Skritch. There are 10 of these elite guards here at any time, and another twenty either serving in the throne room, or keeping an eye on the lift. If intruders have made it this far into the lair and are on the verge of threatening Skritch, the kobolds fight to the death. Otherwise they retreat to the throne room as great numbers of their force begin to dwindle. A kobold shaman is with the elite kobold guards at all times to help bolster their combat effectiveness and moral.

KOBOLD ELITE WARRIORS, 10 *(These lawful evil creature's vital stats are HD 2d8, Hp 7, 9, 9, 6, 5, 5, 10, 12, 16, 7, AC 20. Their primary attributes are physical. They attack with a bite for 1d2 or by weapon for 1d6+1 points of damage. They have darkvision 60 ft. and are light sensitive. They wear chain shirts, carry wooden shields, shortswords and shortbows with 20 arrows apiece. They each have 2d6+4gp.)*

2-10. LIFT REPAIR ROOM

This chamber once served as a repair center for the old dwarven lifts. The kobolds have little understanding of how complex the lift system is and have thus left the piles of stainless steel chain and replacement gears alone, as they are far too heavy for the kobolds to move. Instead they have laced the area with tripwires and placed several traps in the chamber consisting of bottles of oil attached to fine wires and flint and steel strikers. Likewise they have other wires that are strung throat high to garrote unsuspecting travelers. Malash is aware of the various traps and knows the secret route to circumvent most of them with ease on his few passages to the surface. Malash for the most part prefers to delve more deeply into the depths of the sinkhole attempting to uncover the secrets of the Umeshti and other underworld denizens he comes across.

OIL BOTTLE AND STRIKER TRAP: This trap is a (CL 3) and involves nearly invisible trip wires of a fine metal which cause bottles of highly flammable gear oil to drop from the ceiling and smash upon the head of foes, completely dousing them in the slippery oil. It can be assumed that a Save vs. Traps must be made for each 5 foot area explored in this chamber lest a trip wire be tripped and a bottle of oil come smashing into ones face dealing 1d2 points of physical damage, and forcing a second Save vs. Traps to avoid falling prone due to the slipperiness of the oil. This of course is only part of the diabolical trap. As each tripwire is triggered, it also pulls on a gear set upon a block of flint that causes a spark that ignites any oil spilled on the floor. Characters doused with the oil take an additional 1d6 points of fire damage during the first round and 1d4 points on the round afterwards before the oil consumes itself.

GARROTE TRAP: As insidious as the oil are the razor sharp pieces of wire which hang roughly at neck level for medium sized creatures (dwarves Excluded). The Garrote Trap (CL 3) requires a separate find traps check by assassins or rogues to locate from the Oil Bottle and Striker Trap. A separate save vs. traps must be made for each 5 foot area of the chamber explored. Characters not wearing helmets or armored throat garb take 1d2 points of constitution damage from severe bleeding and may not shout until healed due to damage to the larynx on a failed check, meaning the character cannot speak louder than a gurgled whisper until the wound is completely healed. This damage is temporary and should heal in a few days time. Characters wearing helmets or specific neck protection take no damage. Beings under 4 feet tall are unaffected by the Garrote Trap.

If both sets of traps are detected, they may be disarmed, disabled or reset. Likewise a rogue or assassin making a successful find traps check is able to point out a complex pathway through the maze of wires that would allow his allies to easily pass through the chamber unhindered but at half their normal movement rate.

2-11.QIZZITH'S CHAMBER

This chamber serves as the private quarters of Qizzith, the chief shaman of Skritch's tribe. The door is locked with a Good Lock (CL 4), to which only Qizzith holds the key. There is a 20% chance that Qizzith is in his chamber at any given time. If he is not found in his private lair he is in the Throne Room of Area 2-13.

Qizzith's bed is a pile of moldy rags and uncured animal skins. There is a pile of kobold skin flakes in one corner of the chamber, as Qizzith has a taboo when it comes to the leavings of his flesh falling into the hands of his enemies. A small leaden chest holds the majority of Qizzith's personal effects that are not currently carried by the devious kobold.

TREASURE (10pp, a 50gp holy symbol of Kyulashedrac, a 300gp ruby, and 2 tourmalines worth 50gp each.)

Stats for Qizzith are found in the room description for Area 2-13.

2-12. SACRED BURIAL CHAMBER

Hidden behind this secret door is the burial chamber of the Kobold Kings who ruled the upper sinkhole prior to Skritch. The skeletal remains of 20 kobolds, wrapped in rotten rags lie here with a shortsword across their breast and a clay urn filled with coins at their feet. The walls are carved with crude and somewhat fanciful depictions of the 10 kings and their "conquests." Being kobolds the veracity of their exploits is questionable at best.

PCs plundering so much as 1 coin from the burial chamber levels a curse upon the thief which causes the slow transformation of the tomb robber into a kobold unless a save versus spells (CL 6) is made. The transformation to kobold takes one month. During that time the PC begins to shrink in stature (unless already of small size), their skin becomes hairy, scaly, and flaky, causing them to itch as if they had a horrible skin condition or really bad dandruff. Their features become progressively more doglike and a tail begins to grow as they become more hunched and reptilian. Eventually small horns grow along their spine and sprout from their forehead and they lose the ability to fully communicate in their native tongue. A remove curse spell cast upon the victim may only avoid the transformation. See the polymorph spell in the Castles and Crusades Players Handbook for details on the effects of an unwanted shape change.

2-13. THRONE ROOM OF KING SKRITCH THE GREAT

This large chamber once likely served as a mess hall for the dwarves who worked the old mines. It now serves as the stinking fest-hall of a kobold tyrant. At any given time there are 10 elite kobolds, 2 lesser kobold shamans, 4 kobold females, and Skritch's two personal cavern raptors. There is always of course an 80% chance that Qizzith is also present.

Unless otherwise forewarned the kobolds are found lounging about, eating roasted rat or other delicacies and sipping a sour mushroom wine that they fashion from screecher juice. If warned, the array of forces is arranged so that Skritch may hide in shadows and observe the characters for 3 rounds before using his death attack on a likely target, or escape altogether if things are going poorly for his folk.

There are several ways in which the characters may find themselves in the throne room of Skritch. These ways of

approaching the throne room may have various impacts on how their journeys through the Crater of Umeshti proceed.

- Traditional Hack and Slash Method

Characters have fought their way through the crater, and down into the kobold highway where they have slaughtered every kobold they meet, with the battle in the throne room serving as a form of "finale." Characters slaughter the kobolds they "Win" and get to collect their shares of loot. If it is apparent that this is about to happen, Skritch and several of his bodyguards attempt to escape to Area 2-14 and clamber down the rope ladder to Area 3-7.

- Prisoners of the Kobold King

Characters have been captured by the kobolds, which in the process of defeating the beleaguered characters wait until all characters have been reduced to 0 or negative hit points, bind them and haul them before King Skritch to receive their final judgment. This need not be the end for your fine adventurers. It is quite possible that Skritch may see value in using the characters as pawns or some cruel humor in plundering most of their best valuables and exchanging them with inferior kobold equipment. Magical items are of course taken as are any coins, jewelry and superior quality weapons. Skritch does speak a guttural form of common, as does his advisor Qizzith. After much fanfare with many times it looking as if the characters have met their final end, they are blindfolded and taken to the Eight Sided Cell in Area 3-4 to await their fate for the entertainment of Skritch's Court.

- Ambassadors

In the event of a more "evilly" aligned party, the characters may come bearing some tribute to Skritch and see if the Kobold King has any "jobs" for them to do. Skritch in fact does have some work that he would like done. One of the special "hatchlings" has gotten loose and roams somewhere in the lower levels of the sinkhole. Skritch would very much like the "baby" brought back unharmed. The "baby" is called "J'nyuoor," and is found roaming somewhere in the third or fourth level of the sinkhole.

Regardless of any outcomes Skritch by no means allows himself to be killed easily. He is far too fond of his role as an important ruler of the upper crater and intends to hold this position for some time. Skritch makes any effort to flee and regroup his forces, even going so far as sneaking off to his shabby dung-heap of an apartment in the Undercity of Ulgakur until threats pass.

KOBOLD ELITE WARRIORS, 10 *(These lawful evil creature's vital stats are HD 2d8, Hp 7, 9, 9, 6, 5, 5, 10, 12, 16, 7, AC 20. Their primary attributes are physical. They attack with a bite for 1d2 or by weapon for 1d6+1 points of damage. They have darkvision 60 ft. and are light sensitive. They wear chain shirts, carry wooden shields, shortswords and shortbows with 20 arrows apiece. They each have 2d6+4gp.)*

LESSER SHAMAN *(This lawful evil creature's vital stats are HD 2d6, HP 6, AC 15. His primary attributes are mental. He attacks with a bite for 1d2 and dagger 1d4 points of damage. He is light sensitive. He has 2d4gps each. He has the following spells: magic missle, sanctuar, shocking grasp.)*

ADULT CAVERN RAPTORS, 2 *(Thes neutral creature's vital stats are HD 2d8+1, Hp 14, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 and 2 claws for 1d3 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

KOBOLD FEMALE *(These lawful evil creature's vital stats are HD 1d8-4, HP 1, AC 15. Their primary attributes physical. They attack with a single bite for 1d2 hit points. They are light sensitive.)*

KING SKRITCH, MALE KOBOLD *(This lawful evil creature's vital stats are HD 6d8, HP 30, AC 20. His primary attributes are physical. He attacks with a bite for 1d2+1 or by weapon for 1d6+4 points of damage. He has 3rd level assassin abilities, darkvision 60 feet and light sensitivity. He carries a +1 spear, a +1 shortsword and wear +1 studded leather armor. He also has 2 potions of invisibility, 1 potion of haste, 2 potions of cure light wounds and a +1 ring of protection.)*

Skritch is intelligent and calculating, if not vain and egotistical. Born of a high caste of kobolds, Skritch spent several years abroad in the Undercity of Ulgakur where he learned the subtle skills of assassination from the Opaline Concord. During his sojourn, Skritch was exposed to the power and might of an underworld kingdom and began to formulate plans for creating his own empire.

Upon his return to the upper sinkhole he made quick work of the previous king and set himself atop the kobold food chain as its new king and overlord. He immediately set to work organizing his people into a serviceable fighting force, and saw them outfitted with the best weapons and equipment he could get his hands on. With his contacts amongst the Opaline Concord he began sending rumors forth from the Crater of Umeshti to the surface world, enticing foolish adventurers to their doom. In this way his folk were able to successfully plunder the remains of would be heroes for magical items and high quality gear. Likewise as his kobolds grew in experience they were able to begin charging a "tribute" tax to more powerful adventurers for safe passage through his kingdom, and thus fill his coffers with a sizeable fortune in loot.

Skritch has also managed to make alliances with various beings that dwell in the sinkhole galleries, not the least of which was Malash Radko the necromancer. Malash was in possession of the knowledge whereby he could assist King Skritch in breed more powerful kobolds that would serve the kobold overlord without question. Thus far several of their medical and magical experiments have proven to be less than adequate, but Skritch has the intelligence and patience to await the fruition of their efforts.

Skritch is a devious opponent who may seek to use the characters to his favor, should they prove to be more than a match for his progeny. Likewise Skritch is a survivor. He avoids confrontations that would result in his demise. Skritch instead retreats to the relative safety of Ulgakur, and returns after any threat has passed to rebuild what remains of his kingdom.

QIZZITH *(This lawful evil creature's vital stats are HD 5d6, HP 18, AC 14. His primary attributes are mental. He attacks with a bite for 1d2+1 or dagger for 1d4+1 points of damage. He has darkvision 60ft. and light sensetivity. He wears +1 bracers of armor and carries a wand of magic missiles (30 charges), wand of sleep (20 charges), potion of cure light wounds, potion of invisibility, potion of charm person, scroll of protection from good, scroll of spiritual weapon. His has seven Levels of spells/day): 1st - magic missile, shield, 2nd - see invisibility, 3rd - lightning bolt.)*

Qizzith is the chief shaman amongst Skritch's tribe and has learned much about the forces of magic through tenuous study with Malash. Although much of Malash Radko's magical power is derived from worship of Nartarus, Qizzith himself venerates the Dragon goddess Kyulashedrac. Qizzith is very much a part of Skritch's scheme to breed more powerful kobolds. Owing to the quick breeding time of the standard kobold, he sees a future within his own lifetime where the spawn of Kyulashedrac rule the world. Like Skritch, if Qizzith is faced with his own untimely demise, he joins the Kobold King in fleeing to the safety of Ulgakur until such threats pass.

2-14. SKRITCH'S ESCAPE ROUTE AND KOBOLD TREASURY

This small chamber has 4 locked iron boxes (CL 4) to which only Skritch holds the key. There are also several bundles of leather and mildewed rags lying in one corner of the chamber that are about kobold size. Underneath the largest iron box is a hole in the stone floor only large enough for creatures of small or smaller size to fit in. A rope ladder leads down the dank hole some 50 feet stopping just above ceiling level. If it is ever necessary for the kobolds to evacuate their lair, they toss the leather bags down the hole before them followed by the contents of the treasure chests, followed by the kobolds themselves. The leather bags serve as cushions for the kobolds to jump down upon, thus avoiding any falling damage.

TREASURE (The locked boxes have a (CL 3) and contain 1000gp, 2400sp, 3000cp, 1400gp in gems, a silver medallion featuring the holy symbol of Kyulashedrac worth 300gp. Note: If Skritch and any of his elite guard manage to escape, 50% of the treasure goes with them down the hole.)

The shaft leads to Area 3-7 where a secret passage extends deep into the earth, eventually joining with the great tunnel that winds its way to Ulgakur.

2-15. INCUBATOR OF KYULASHEDRAC

This chamber serves as a sanctuary and shrine to the Dragon Queen Kyulashedrac. Crude carvings show her "blessing" the kobolds and "choosing them" as her servitor race amongst humanoids. A depression in the floor pulses eerily with an unholy light and within the depression is a very unique clutch of eggs, whose shells have a bloodstone like caste to them. One egg in particular seems much larger than the rest as it throbs atop the heap. This is the so-called "Infernal Egg," or rather one of them. The last infernal egg to hatch spawned the abomination that has come to be known as J'nyuoor, so Malash, Skritch and Qizzith are observing this new egg with great interest.

The other dozen eggs in the clutch are eggs that shall eventually hatch into elite kobolds that are a bit stronger and smarter and heartier than their lesser kin. The elite kobolds were sired by Skritch himself and are thus warmed here in the Incubator rather than elsewhere. Only Skritch, his old friend Malash, and Qizzith are allowed entry into the incubator, and at least one of the trio is present during the hatching of the eggs in order to "imprint" itself upon the newborn kobold.

The last infernal egg to hatch spawned the abomination that has come to be known as J'nyuoor.

2-16. LIFT PLATFORM

This Lift Platform, like others in the compound and throughout the sinkhole is guarded by 4 elite kobolds. If the characters are prisoners or have been given leave to pass through the kobold lands they may use the lift at their leisure. Otherwise these guards have probably already joined in forcing the characters out of the kobold lair or have joined Skritch in the Throne Room: Area 2-14 and prepare to guard their rulers escape.

KOBOLD ELITE WARRIORS, 4 *(These lawful evil creature's vital stats are HD 2d8, Hp 8, 9, 9, 6, AC 20. Their primary attributes are physical. They attack with a bite for 1d2 or by weapon for 1d6+1 points of damage. They have darkvision 60 ft. and are light sensitive. They wear chain shirts, carry wooden shields, shortswords and shortbows with 20 arrows apiece. They each have 2d6+4gp.)*

There is a 50% chance that the lift basket is on Level 3 of the sinkhole, meaning the basket will take 5 rounds to reach the lift platform. Ample time for surviving kobolds to mount a counter attack against PCs acting as invaders and attempt to force them off of the platform and into the abyss beyond.

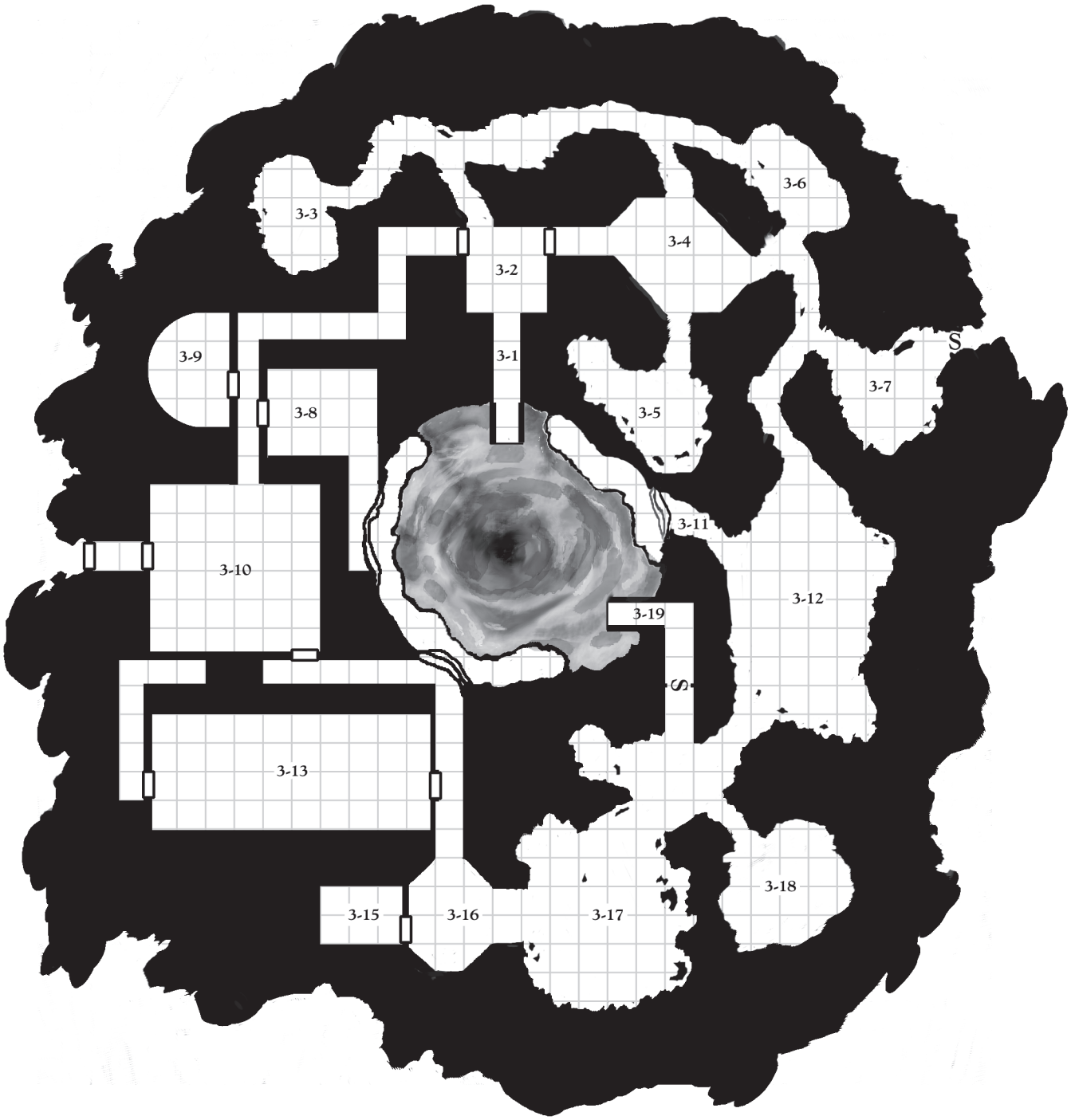
Sinkhole Level 3: Laboratories of Malash and Experiments Gone Awry

Level 3 is the domain of Malash the Necromancer, a mad scientist and wizard who enjoys animating undead minions, exploring the lower reaches of the sinkhole, and helping Skritch breed new more powerful breeds of kobold. Malash is a powerful adversary and PCs may find that the difficulty of the sinkhole dungeons increases dramatically from this point onward. Malash possesses a piece of the Scrolls of Natarus

Features

DARKNESS: The sinkhole is dark and thus requires the use of artificial light or night vision, in order to make one's way.

LOCKED DOORS: Unless otherwise noted the doors in the upper chambers are locked and have a (CL 2) requiring a successful open locks check of 14 or better by a character with the suitable ability in order to open. The doors are heavy and made from petrified wood leftover from the dwarven rule of the sinkhole. Thus although they technically cannot be missed with any attack roll, the doors have 20 hit points and are virtually immune to any ranged attacks short of a bolder hurled by a giant.



Crater Map Level 3

RANDOM ENCOUNTERS: Roll 1d6 for a Random Encounter once ever 15 minutes the PCs explore Level 3. On a roll of 1 a Random Encounter occurs. Roll 1d12 on the following table to determine which encounter takes place.

1. Malash
2. 1d4 zombies
3. 1d4 skeletons
4. 1d6 kobolds
5. 1d2 mutant kobolds
6. 1d10 dark mantles
7. 1d2 gargoyles
8. Gelatinous Cube
9. 1d2 ghouls
10. 1d2 spiders (small)
11. 1d20 giant rats
12. J'nyuoor

3-1. LIFT PLATFORM

This lift platform is strangely unguarded by any kobolds or other foe. Castle Keeper's should play up the eeriness of the vacant platform, and a sublime yet ominous stench that wafts to their nostrils from the caverns beyond. Roughly 40 feet to the southwest, across the chasm of the sinkhole stands another lift platform that descends even deeper into the darkness of the sinkhole.

3-2. SENTINEL CHAMBER

A closed portcullis stands in the center of the northern wall, and locked doorways (CL 4) stand in the northeastern and northwestern corners of the room. two ornately carved statues of winged, horned men stand crouched back to back in the center of the chamber. The gargoyle statues are in fact gargoyles. The gargoyles wait until the best possible opportunity to spring a surprise attack, unless of course wary party members approach them with hammers.

GARGOYLES 2 *(These chaotic evil creatures vital stats are HD 5d8, HP 20, 24, AC 16. Their primary attributes are physical. They attack with a bite for 1d6, 2 claws for 1d3 each or a gore for 1d4 points of damage. Their extraordinary abilities include darkvision 60ft, freeze and fly 75 ft.)*

The portcullis is operated by a winch mechanism which must be located elsewhere. It can only be lifted with a successful strength check of 23 or better.

3-3. MUTANT KOBOLD LAIR

This dank smelly cavern is the home of 4 debased mutant kobolds. Unnatural experiments at the behest of King Skritch and with the help of Malash have created these abominations can live for months at a time without food are constantly hungry. The mutants have a keen sense of hearing and immediately move to the sound of the portcullis in Area 3-2 being lifted. The gargoyles living in Area 3-11 make sure to cling to ledges high on the walls lest they become food to these ravenous freaks.

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, breath weapon and acidic blood. The breath weapon can be used four times a day and extends out 10ft. In a cone. It does 1d8 points of damage, save for half. The acidic blood destroys common weapons on contact unless a save vs. poison is made.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, immunity to blunt weapons and acidic blood. The acidic blood destroys common weapons on contact unless a save vs. poison is made.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, chameleon which allows it to hid in shadows as a 3rd level rogue in any conditions.)*

3-4. THE EIGHT-SIDED CELL

The portcullis leading to this chamber from Area 3-2 is open as the characters approach, but is trapped to slam shut by a pressure plate in the center of the chamber. The trap is a (CL 3) and does 3d6 points of damage to anyone caught in the doorway when the portcullis slams shut unless a successful Save vs. Traps is made. 3 rounds after the portcullis slams shut one of the other three portcullises in the room opens at random. The noise from the western gate slamming shut automatically draws the attention of the monsters laired in the surrounding areas as if it were a loud dinner bell. On a roll of 1-2 on a d6, the North Portcullis opens allowing access to the chamber to the mutant kobolds laired in Areas 3-3 or 3-6. On a roll of 3-4 the Eastern portcullis opens allowing access from mutant kobolds in area 3-6. On a roll of 5-6 the Southern portcullis opens allowing the ghouls imprisoned in Area 5 access to the cell.

The newly lifted portcullises only remain open for 4 rounds after the pressure plate is stepped on before slamming shut again. Stepping on the pressure plate again causes the gates to lift again randomly, and then slam down again dealing 3d6 damage to unfortunates caught in the doorway who fail to make their Save vs. Traps.

3-5. IMPRISONED GHOULS

There are 4 ghouls in this cavern, placed here by Malash for amusement when watching intruders fumble through Area 3-4.

GHOULS, 4 *(These chaotic evil creature's vital stats are HD 2d8, HP 8, AC 14. Their primary attributes are physical. They attack with 2 claws for 1d3 or a bite for 1d6 points of damage. Their special abilities include paralysis and ghoul fever.)*

3-6. MUTANT KOBOLDS

This cavern is similar to Area 3-3. There are 5 starving mutant kobolds that attack anything they see on sight except for normal kobolds. They have been known to eat the flesh off of Malash's zombies, forcing him to re-animate them again as skeletons.

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, regeneration 2, venom. The victim of a claw attack must save vs. poison or take 1d2 points of strength damage.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., immunity to magic, scent, and venom use. The victim of a claw attack must save vs. poison or take 1d2 points of strength damage.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6, tail for poison or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, flight 60ft. and venom use. The victim of a tail attack must save vs. poison or take 1d2 points of strength damage.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 4 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, extra arms.)*

MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent and its extra legs give it a 60ft. move rate.)*

3-7. CAVE OF SECRET PATHS

This cavern has a hole in the ceiling large enough for small sized creatures to pass through. Within the hole is the rope ladder leading to Skritch's Treasure and secret escape route from the throne room. Likewise a secret door (CL 4) hidden in the northwestern corner of the chamber is used by Malash and occasionally Skritch. The secret door leads to a narrow passage that descends several miles into the earth, eventually leading to the Undercity of Ulgakur.

Castle Keeper's not wishing for their character party to travel to Ulgakur may decide that the doorway may only be opened by speaking a magical password known only to Skritch and Malash, and allow the characters to discover the password at another time. If the kobolds from the throne room have used this route to escape the characters, there are several rag stuffed leather bags piled about beneath the hole in the ceiling.

3-8. PARTS STORAGE

This chamber reeks with the smell of formaldehyde, alcohol and decay. A dozen large clay urns over four feet high and stopped with wax and bung line the walls of this room and partially block the hallway in the southeastern corner of the chamber. Each jar is stuffed with a preserved humanoid corpse. An examination of each of the preserved corpses reveals that one bears a heart shaped birthmark upon his cheek and is indeed the body of Borvya Ipati. Borvya's formaldehyde soaked, dead weight corpse is nearly 300 lbs. and quite cumbersome.

The passage to the south leads to a ledge along the southwestern side of the sinkhole shaft and eventually to the skeletons patrolling Area 3-14.

3-9. SCRYING CHAMBER

This half moon shaped chamber was once used by dwarven seers working with engineers to explore the depths of the sinkhole for deposits of meteoric iron. A small pool in the center of the chamber is a pool of mercury surrounded by a circle of dwarven and magical runes. Reading magic or reading dwarven explains that the pool is a scrying pool.

The pool emanates a magical aura if detect magic is cast and acts exactly like a mirror of mental prowess, which cannot be removed from the chamber and has limited effects. The mercury level of the pool and much of its residual runic magic has faded over time so that the scrying pool only allows viewings of levels 1, 2 and 3, and the bowl of the crater. Malash has uncovered several runes that allow him to access viewings of lower levels of the sinkhole but not areas that are protected from scrying magic. Malash uses the scrying chamber to spy on the characters, read their thoughts and prepare his personal defenses accordingly. He is only aware of the characters however if he has been warned via the screechers' cavern or a personal messenger sent by Skritch and the kobolds.

PCs may attempt to use the pool to "pre-map" or examine areas in Level 3 and above. See the details on the mirror of mental prowess in Monsters and Treasure™.

3-10. NECROMANTIC AND MUTANT STUDIES

This chamber is filled with parts of corpses nailed or tied to tables with extensive notes scrawled into books and parchments along the walls. The chamber is well lit with torches of continual flame hanging in sconces at the corners of the room. Several small cages hang from chains along the ceiling. Within them are mutated kobold hatchlings, skeletal cats, bats and birds and zombified rats that clack and clamor when strangers enter the chamber. If Malash has been alerted to the presence of the PCs he has likely scried their presence and waits to ambush them in the cavern between Area 17 and Area 18 with his force of undead minions. If he has not been alerted to their presence there is a 33% chance he is here working on some form of necromantic perversion or another.

The door in the western wall of the chamber is locked with a lock spell cast by Malash himself. Beyond the door is a short corridor

leading to a second magically locked door. A staircase comes to a landing with additional stairs leading to the left and right just beyond the second door. Both staircases descend nearly 80 feet until reaching Area 4-9, which is detailed in ***Crater of Umeshti 2: The Deeper Darkness***™. Castle Keeper's not wishing to continue adventures in the Crater of Umeshti or not yet owning a copy may feel free to insert any sort of adventure of their own home brew beyond this staircase. Likewise they may just explain to the characters that some doors cannot be opened until the characters have gained the power and experience required to open them. "Sorry Bowbe, ye just aint tough enough yet, maybe next time!"

MUTANT RATS, 3 *(These neutral creature's vital stats are HD 1, HP 1, AC 10. Their primary attributes are physical. They attack with a bite for ½ hp of damage. They can cause disease and breath fire up to 5ft. away for 1d4 points of damage, save for half.*

MUTANT BABY KOBOLD *(These neutral creature's vital are HD 1, HP 1, AC. Their primary attributes are physical. They attack with a bite for 1 point of damage. Their special abilities are venom use. The victim of a claw attack must save vs. poison or take 1d2 points of strength damage.)*

SKELETAL CATS, 2 (*These neutral evil creature's vital are HD 1/5, HP 1, AC 12. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. Their special abilities are common undead.)*

ZOMBIE BATS, 4 *(These neutral evil creature's vital are HD 1/5, HP 1, AC 12. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. Their special abilities are common undead and flight 50ft.)*

TREASURE (A full set of necromantic tools worth 400gp can be scrounged from the equipment found here. The 10 cages are cumbersome, weighing about 15 lbs each, but have good locks (CL 4) and are worth about 10gp each.)

3-11.GARGOYLE LEDGE

The gargoyles in the service of Malash tend to hang along the ledges of the crater shaft observing the comings and goings of lift baskets and looking for fresh food. Malash often uses the gargoyles to capture intruders that may benefit his variety of experiments. It should be noted that Malash has little interest in the living, so the gargoyles kill their prey and deposit their bodies in Area 3-8: Parts Storage.

The gargoyles do their best to remain concealed amongst the rocks of the ledges and are so unmoving as to confuse even the occasional starving zombie who passes by.

GARGOYLES, 4 *(These chaotic evil creatures vital stats are HD 5d8, HP 20, 24, AC 16. Their primary attributes are physical. They attack with a bite for 1d6, 2 claws for 1d3 each or a gore for 1d4 points of damage. Their extraordinary abilities include darkvision 60ft, freeze and fly 75 ft.)*

TREASURE (The gargoyles have accumulated a small horde of 300gp, a 1000 gp black opal, 248gp nephrite, and a 488gp garnet.)

3-12. ZOMBIE'S HALL

This chamber crawls with 12 of Malash's zombie minions. The zombies stagger around the chamber aimlessly unless under direct control by Malash, or stand motionless clumped in one corner of the cavern. If approached by light or food the shamble forward to attack.

Occasionally a zombie becomes the putrid snack of a deranged mutant kobold or falls down the chasm of the sinkhole only to be pulped upon striking bottom.

ZOMBIES, 12 *(These neutral evil creature's vital stats are HD 1d12, HP 7 (avg), AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage. They have common undead traits.)*

One of the Zombies has a heart shaped birthmark on its rotting cheek. Such is the fate of poor Corpus Ipati. If his body can be returned to his father in Dro Mandras, there is a share of a 1000gp reward.

3-13. Alchemical Laboratory

This large chamber is filled with alchemical supplies and equipment valuing 3000gp. Among the bubbling bottles and beakers filled with strange and unique substances including 10 vials of acid, 4 bottles of burning oil and the following potions; protection from good, shocking grasp, darkness ,invisibility, mirror image, scare, and ray of enfeeblement. There are also material spell components here for use in casting any magical spell between 1st and 4th levels one time.

There is a 30% chance that Malash is within this chamber. Regardless of Malash's presence, Kweecuk the Imp is found here tending to the brewing potions unless he is called to aid Malash. If the characters take Malash by surprise he drinks the potion of invisibility beaker and seeks to escape to a chamber where he may better ambush the characters.

Kweecuk stays hidden from the characters as they pilfer the items found in the chamber, fleeing immediately to Malash's exact location and warning him of the presence of the PCs within his lair.

The prepared corpses of two victims of Malash's grave robbing sit within two large clay urns which are filled with flesh eating beetles. The beetles only attack if the jars are urns or their contents are disturbed.

KWEECUK *(This lawful evil creature's vital stats are HD 1, HP 6, AC 15. His primary attributes are physical. He attacks witha bite for 1d4 or stinger for 1+poison points of damage. His extraordinary abilities are darkvision 60ft., SR 3, invisibility, regenerate 1.)*

FLESH EATING BEETLE SWARMS, 2 *(This neutral creature's vital stats are HD 3d8, Hp 12, AC 16. His primary attributes are physical. He attacks with a bite for 1d2 points of damage. His special abilities include light sensitivity and smoke sensitivity.)*

3-14. Ledge and Passage

This "L' shaped corridor connects the ledge leading to Area 8 and the interior chambers of Malash's lair. A dozen skeletons armed with scimitars patrol the passageway. The skeletons are programmed to attack any stranger who dare delve into Malash's secret subterranean stronghold.

SKELETONS, 12 *(These neutral evil creature's are HD 1d12, HP 6 (avg), AC 13. Their primary attributes are physical. They attack by weapon for 1d6 points of damage. Their special abilities are common undead traits.)*

3-15. MALASH'S PRIVATE CHAMBER

The door to this chamber is locked with a lock spell. The interior of this chamber is dimly lit with a single torch of continual flame. A fine, large cherry-wood coffin sits in the center of the chamber and the walls, floors, desk, and bookshelves are blood scrawled with an insane script that is undecipherable to all save those who worship the darkest of evil entities.

Several weathered tomes stand in the bookshelf, their bindings too are written upon in the same rust brown blood. A parchment stands stretched across a wrought iron rack with fine writing emblazoned in fresh looking blood that seems to continually drip into an overflowing onyx bowl upon the floor.

The coffin is unlocked and is lined with the finest of silk and sable. If the coffin could be removed intact from the dungeon it would fetch over 400gp in value purely for the lining and hardwood alone. Unfortunately an emaciated cadaver, resplendent in a fine blue silk dress, occupies the coffin and a wig of golden blond hair held to its skull with a wreath of gold.

If Malash has not been alerted to the presence of the PCs there is a 30% chance that he is asleep in the coffin with the corpse and awakens at a start when the door to the chamber is unsealed.

HILDE, COFFER CORPSE, BRIDE OF MALAS *(This chaotic evil creature's vital stats are HD 2d12, HP 14, AC 12. Its primary attributes are physical. It attacks with 2 claws for 1d6 points of damage. Its extraordinary abilities include death grip, damage reduction 5/magic (+1), darkvision 60 ft., deceiving death, common undead traits.)*

Hilde was once a beautiful sorceress, constantly on the prowl for new magic and new adventures. It was her misfortune to cross paths with Malash when he recruited her band to help him explore the Crater of Umeshti and the sinkhole. When Malash murdered the rest of the party, Hilde served as his accomplice, not knowing that Malash had something special in store for her. Following instructions found upon the Scroll of Nartarus, he sacrificed Hilde in the name of the god of the walking dead. She was returned to him a fortnight later as a coffer corpse, and his very own undead bride.

Should Malash be in the chamber when fighting ensues, he cries madly "What have you done to my poor beloved Hilde!" each time she takes a blow and falls to her Illusory death.

For stats on Malash, see Area 3-17.

TREASURE (An iron chest locked with a lock spell contains ancient coins gathered by Malash during his explorations in the deep caverns of the Crater of Umeshti. The chest contains 100pp, 45gp, 50sp. His other valuables and magical items are typically carried on his person or found elsewhere in his lair. Hilde's crown is worth 40gp, and her wig is worth an additional 20gp.

MALASH'S SPELL BOOK

0 - *dancing lights, detect magic, endure elements, ghost sound, message, prestidigitation.*

1st - *cause fear, inflict light wounds, detect undead, shield, sleep (x2),charm person, comprehend languages.*

2nd - *blindness/deafness, ghoul touch*, lock, spectral hand*, mirror image, web fills.*

3rd - *gaseous form, hold person, haste, lightning bolt, stinking cloud.*

4th - *vampiric touch, charm monster, confusion, wall of fire**

SCROLL OF NARTARUS: The scrap of human flesh stretched over the wrought iron rack is a piece of the Scroll of Nartarus. For more information on the Scroll of Nartarus see the New Magic Appendix at the end of this volume.

3-16. OBSERVATION CHAMBER

This octagonal chamber is faced with Malash's private chamber to the west, and portcullis gates to the north and east. A crank in the southern wall of the chamber allows the north and east grates to be opened and closed. Malash frequently uses this chamber to observe his zombie and skeleton creations, tossing unsuccessful laboratory specimens out into the Skeleton Cave, Area 3-17. If the portcullis gates are closed as they usually are, it requires a strength check of 20 or greater to lift the gates from outside the room.

3-17. SKELETON CAVE AND MALASH RADKO'S AMBUSH

This dank dark cavern is home to several of Malash's skeletal creations. The skeletons alternately stand around in dark corners or march around in a variety of swirling circular arrangements dreamt up by Malash in one of his insane reveries. The whole spectacle seems to look like some well conceived dance routine, whose only music is the rattle of bones.

In the cavern area between this cavern and Area 12, Malash awaits to spring his trap in the event he has been forewarned of the PCs intrusions. Malash is in full command of all his creations found in Area 12 and Area 17 unless he has not been warned and they have been destroyed first.

SKELETONS, 13 *(These neutral evil creature's are HD 1d12, HP 6 (avg), AC 13. Their primary attributes are physical. They attack by weapon for 1d6 points of damage. Their special abilities are common undead traits.)*

MALASH RADKO THE NECROMANCER *(This 7th level, chaotic evil, human wizard's vital stats are HD 7d4, HP 25, AC 25. His primary attributes are intelligence, charisma and constitution. His significant attributes are intelligence 17, charisma 14 and constitution 14. He attacks with a +1 dagger for 1d4+1 or a sling for 1d4 points of damage. His special abilities include turn undead as a 7th level cleric, speak with dead and bonus spells. He carries a +1 amulet of armor, +2 bracers of armor, wand of ray of enfeeblement (20 charges), +1 dagger, potion of invisibility, potion of haste, potion of cure light wounds, unholy symbol of Nartarus. Spells: 0 - dancing lights, detect magic, endure elements, ghost sound, message, prestidigitation, 1st - cause fear, inflict light wounds, detect undead, shield, sleep (x2). 2nd - blindness/deafness, ghoul touch*, lock, spectral hand*. 3rd - gaseous form, hold person. 4th - vampiric touch*.)*

Malash is a twisted necromancer who once trained in the Tower of Nesturon itself. After being dismissed, he traveled south to Dro Mandras where he was eventually forced to leave. While there he crossed paths with Illjac on more than one occasion while both were traipsing from the graveyard, Malash with a bundle of bones or reams of human skin, Illjac with treasures buried with the dead.

In his flight from Dro Mandras, Malash came to the Dirty Bowbe's Roadhouse where he solicited an adventuring party to help him explore the Crater of Umeshti. Once inside, he successfully led his party past the dangers of the kobold highway, before murdering them in their sleep and transforming each and every member of his adventuring band into mindless zombies.

Malash discovered the secret passage to Ulgakur and there found many likeminded allies, including the fledgling Skritch. He agreed to help Skritch claim the kobold throne for himself and in return has been allowed to continue his necromantic studies in relative peace.

Malash now maintains a strong force of undead minions to guard his lair and works with King Skritch and Qizzith to help develop more powerful breeds of kobold. Malash is intelligent and dangerous and would sacrifice his own mother in order to save his life. That being said it is not unlikely that he would hire PCs who encounter him to go and collect more pieces of the Scroll of Nartarus from deeper levels of the Umeshti sinkhole. Likewise, evil-adventuring wizards may find the knowledge that Malash possesses in the necromantic arts a boon to their own studies and may be taken on as apprentices.

Malash is a devotee of the teachings of the dark deity Nartarus and as such has been given limited access to cleric spells and special powers dealing with the control and manufacture of the walking dead. It is possible for these powers to be taught to others, but the specific means by which the training may occur is left to the discretion of the Castle Keeper.

If Malash becomes aware of the characters presence in his lair he sets up an ambush with skeletons and zombies backing him up in the caverns between Areas 3-17 and 3-18. Should the characters attempt a parlay with Malash, he demands the return of any items stolen from his lair before any negotiations may begin. Otherwise he attacks until he is victorious or it appears that he would lose, at which time he drains his potion of invisibility and makes his way to the secret passage leading to Ulgakur. With the characters faces and fighting style burned into his memory, he vows to hunt them down and exact his punishing revenge.

3-18. J'NYUOOR'S LAIR

This cavern is filled with broken bones and a rotten stench of offal and dung. There is an 80% chance that J'nyuoor the Ginormous Mutant Kobold is here. Otherwise he is off in the lower levels of the sinkhole hunting for food, having become bored with the typical fare of zombie. J'nyuoor leaves Malash alone, recognizing him from early experiences. J'nyuoor is frightened of his "father" King Skritch, and hides from him at every opportunity, fleeing the cavern and climbing down the sinkhole if he smells kobolds coming. When referring to his father J'nyuoor says things like "Me no likey." Of course he says this in kobold so it comes out sounding a lot like "Arf Arf Arf."

Likewise J'nyuoor does not prey on normal kobolds or even the crazed mutants found in the northern caverns of this level of the dungeon. J'nyuoor attacks any other being he encounters in the dungeons on sight or stalks the prey throughout the dungeon looking for an opportunity at an easy meal. Should fighting rage too loudly outside the entrance to his cavern, he goes to investigate in 4 rounds. J'nyuoor is too stupid to realize that everything in the 3rd levels and above is frightened of him, save the zombies and skeletons who have no mind of their own.

J'NYUOOR, GINORMOUS MUTANT KOBOLD *(This chaotic evil creature's vital stats are HD 6d8, HP 33, AC 16. Its primary abilities are physical. It attacks with 2 claws for 1d8 each, a bite for 1d10 and a tail slap for 1d6 points of damage. Its extraordinary abilities include darkvision 60 ft., scent, rage, damage reduction 2.)*

TREASURE: J'nyuoor has a fondness for sparkling gems and has collected 5 that he keeps in a pile beneath bones of his various victims. Among the gems there is a tiger-eye worth 23gp, a large 98gp opal, a 498gp topaz, a 96gp moonstone, and a 46gp sapphire.

3-19. LIFT LANDING TO LEVEL 4.

A secret door (CL 5) leads opens to reveal an "L" shaped passage and the lift landing beyond. The lift leads to Area 4-1 of the dungeon below. It should be noted that Castle Keeper's not yet owning Crater of Umeshti 2: The Deeper Darkness™, or not wishing their characters to delve any further into the Crater of Umeshti may ignore the secret door at this time and leave it for the characters to assume there is no possible way to descend any deeper into the sinkhole shaft. Possibly on a return visit they miraculously uncover a door that they did not notice before, or a key is found laying somewhere in the dungeon that opens the secret door and allows further passage into the sinkhole.

Likewise characters of sufficient level attempting to fly down the chasm are set upon by a sufficient number of gargoyles to insure that they do not travel too deeply.

RESTOCKING THE DUNGEON

The Crater of Umeshti is a thriving dungeon environment and its inhabitants constantly war for the various levels of the sinkhole. It is quite possible that the characters may at some point need to retreat from the Crater of Umeshti to lick their wounds or spend their loot. As the sinkhole and crater serve as "prime real estate" for monsters of all sorts, the dungeon is never truly empty of likely foes with which to face the adventuring party.

It can be assumed that if the characters leave the area of the Crater of Umeshti for more than a few days, dungeon chambers that were previously cleared of foes have been restocked with new monsters and menaces. This is especially true in levels 1-2 of the sinkhole where it is likely that any surviving kobolds return or descend from their posts in the bowl of the crater to refill and fortify positions left vacant by any of their kinsmen who were slain by the adventurers.

In the event that the characters are gone for 3 or more days, assume that an additional 1d4+2 kobolds may be encountered in each previously vacated chamber. This process continues until at least 200 kobolds have been slain, at which point any surviving members of Skritch's entourage decide to move to safer environs. If Skritch and Qizzith are slain, the tribe elects a new king from its ranks (this being an elite kobold or shaman of at least 4hd) and business continues as usual again until such time as over 200 of their number have been destroyed.

It is highly likely however that Skritch, Qizzith, or both manage to escape to Ulgakur. In this event they return in a few weeks or months time. Along with newly raised hatchlings and survivors from amongst their kin along the crater they work quickly to rebuild the kingdom very much as it was before.

If all of the kobold females are killed, the entire tribe dissolves and departs to safer environs somewhere within 50 miles of the Crater and new monsters move in to take over their holdings.

Kobolds moving from the bowl of the crater into the sinkhole itself reduce the number of random encounters with kobolds in the crater by half.

If the characters are only out of the dungeon for a day or less, the chambers previously cleared remain cleared, but the number of random encounters is increased to a 3 in 6 chance as other monsters and kobolds make their way through the dungeon to investigate the carnage left behind in the characters wake. Undead, beasts, and scavengers are attracted to the smell and taste of blood and rotting cadavers, thus the likely hood of encountering such creatures increases even after 1-2 days.

If the kobolds leave the crater their old holdings are taken over by a tribe of goblins who have long sought a new stronghold since the loss of Ulgakur as a homeland. Should the goblins be routed out of the caverns they are replaced with a band of gnolls and so on. The number and powers of these new denizens may be determined by the Castle Keeper using the maps provided in this adventure, and by first hand knowledge of the character party's needs using the appropriate challenge levels.

Likewise, clearing the foes found in Malash's lair allows the opportunity for other foes to take over his well laid out lair, and set it up as their own base. These new occupants may be trolls, ogres, or an evil adventuring party from Ulgakur (or perhaps somewhere above ground) has taken over residence in Malash's old digs. Possible suggested foes include Captain John Slaughter, Fenro and the remainders of the Slaughterer's Crewe from the Haunted Highlands™ by Troll Lord Games™. Likewise Illjac and Taernin would find Malash's hideout a decent base of operations for exploration of the mysteries of the Crater of Umeshti™, as Illjac and Malash share a certain bond in their proclivity for grave robbery and service to evil deities.

TRAPS

If the old traps are destroyed, new traps are installed at different locations within the dungeon. The Castle Keeper should feel free to add additional traps to the dungeon that are compliant to the power level and abilities of the characters in their adventuring group as to make them a decent challenge. Perhaps these traps do additional dice of damage or are more complicated to locate and disarm. The Castle Keeper may use the examples found in the text of the dungeon for the type and flavor of traps to use, or may throw in any number of their own nasty traps to fill the bill.

DB3: CRATER OF UMESHTI 2 - THE DEEPER DARKNESS



PRELUDE

"Plannin on a lil' spelunking are ye? Do not think I had not noticed you had bought out our entire store of rope," the gruff voice called over to them, as they shook their heads and cinched up the straps to their packs and rechecked their supplies.

They were a leaner and heartier bunch than the ones he had seen those few months ago. Scars were beginning to show on their arms and faces, that silvery crisscross webbing that marked the hardships of an adventurers lot in life. True some of the faces in their band had changed, as others had been buried or burned at the foot of the hill, but the core of this band remained largely intact. The gruff voiced man rolled his shoulders from his morning workout and leaned on his two handed sword. He shook the sweaty blond hair from his scarred face, revealing a broad smile and eyes as grey and stormy as a thundercloud.

"My guess," he said, "is that ye run out o' all that money ye dug up outta the crater the last time ye went in. Now ye all decided that ye wanna give it another try, see what lies below in tha' deeper darkness."

He paused for a moment, scanning their faces, and noted the truth of his assumption. *"Now Bowbe knows I like ye all. Ye been good customers. Ye dun smell too bad, an' tend to treat the help with respect. We like that. Because I like ye, and Brother Frosk thinks so much of ye… he asked me to give ya this so as to help ye on your cave diving."*

The burly fellow reached into the coin pouch at his waist and withdrew a key, tossing it to the leader of the stalwart band who snatched it gracefully as it sailed through the air. A look of startled recognition marked with awe crossed the fellows face as he carefully placed it in a safe place at the throat of his riding jacket.

INTRODUCTION

The Crater Of Umeshti 2: The Deeper Darkness is a Castles and Crusades adventure for 4-6 player characters of 4-7th level, with average levels of 5-6th being most appropriate for the challenges encountered therein. The adventure requires the use of the Castles and Crusades Players Handbook. A copy of the Castles and Crusades Monsters and Treasures tome is also advised for greater details on the powers and abilities of foes encountered therein.

Adventure Summary

The Crater of Umeshti 2 takes place within the expanse of the Umeshti sinkhole at the bottom of a great meteor crater. Adventurers discover previously barred or hidden pathways

which lead them deeper into the sinkhole where they encounter a pack of diabolical gargoyles and the remnants of ancient cults and civilizations. During their explorations they come face to face with a new menace exploring the sinkhole with its own designs and macabre plans.

PHILOSOPHY OF THE DUNGEON CRAWL PART 2

The ***Crater of Umeshti 2: The Deeper Darkness*** may be played as a stand alone adventure or as part of an ongoing adventure campaign using ***The Haunted Highlands*** and ***Crater Of Umeshti: The Sinkhole***. The player characters are sure to face dangerous subterranean horrors, slay them, and take their treasure.

Likewise there is role-play to be had, traps and puzzles to overcome and natural dangers to pit themselves against. To this end, dungeon crawls offer player characters an opportunity to shine and face truly difficult challenges and earn experience. They are generally in a controlled environment but that does not mean the environment cannot change.

There are no true "static" encounters throughout the labyrinthine depths of the sinkhole, as monsters can and should move around in search of food and delicious player characters to peel and eat like so much shrimp. The encounter areas detailed within the dungeon are merely representative of the creatures who dwell there, and serve as a framework to manipulate the adventure as the Castle Keeper sees fit.

The ***Crater of Umeshti*** is designed with the intent of repeated forays into its depths using a nearby settlement of the Castle Keeper's choice or the characters design to re-stock, refurbish and re-supply. This settlement may be found in a pre-made adventure sourcebook of which there are many in both D20 and Castles and Crusades various product lines such as Yggsburg by Gary Gygax, or this author's own city settings such as Dro Madras or that incorrigible chain of cross dimensional taverns known by most as "Dirty Bowbe's Roadhouse" and referred to by a knowledgeable few as "Dirty's." See The Haunted Highlands™ by Troll Lord Games™ for more details on Dirty Bowbe's Roadhouse and its environs.

As characters clear out various lairs of the dungeon, they may find places to fortify and claim as their own "safe zone" to rest and recharge spells and hit points before continuing on their quest for fame and fortune, or madness and death.

A NOTE ON DEITIES AND LOCATION NAMES

The Crater of Umeshti comes complete with its own background, including the names of locations, deities, demons and the like. These beings are designed in an archetypal manner so that a Castle Keeper running adventures in, say, the Troll Lord Games' "Rings of Brass" universe, a Castle Keeper's wishing to run a campaign in the Duchy of Karbosk may feel free to do so and simply rename things as necessary. Likewise, those Castle Keeper's seeking a more "generic" campaign or adventure may simply disregard these names, substituting their own pantheon and legends from whichever campaign setting our source material that they prefer.

For a more complete and detailed description of the pantheon of deities and information on the ***Duchy of Karbosk*** found in the ***Crater of Umeshti***, see the ***Haunted Highlands*** by ***Troll Lord Games***.

PLAYER CHARACTER PARTY AND COMPOSITION

In order to fully enjoy the adventure that awaits players brave enough to unlock the secrets of the Crater of Umeshti, they should have a party consisting of the following character classes. The player character party should have at least one cleric or character capable of casting divine spells, as well as a player character capable of using arcane magic. The party should also include at least one rogue, and be filled out with a compliment of characters with fighting skills such as fighters, paladins, rangers or bards.

Know that the dangers within the Crater of Umeshti are great. "Fancy lad" types with their floppy feathered caps, curious halflings and other "wee folk" are of course always welcome to explore its depths. They tend to feed the sinkhole's appetite for dead player characters.

HISTORY OF THE CRATER OF UMESHTI IN BRIEF

Thousands of years ago by the recollections of those elves still alive to recall the fable, a great time of tumult and chaos reigned across the universe. In that time the ancient citadel city of Umeshti was known as a bastion of civilization through the dark night of conflict and madness. Temples to the gods and towers of wizardry were erected, as were libraries and civic enterprises designed to preserve and protect the knowledge that the firstborn civilizations had worked so hard to gain. Art and science flourished, as did the first development of music and poetry. Travelers from far and wide, including those who traveled across the many planes considered Umeshti a home away from home, bringing esoteric relics and fantastic wealth with them.

A cataclysm befell the wondrous city as a meteor was cast down upon it from the sky. Thousands of years passed and life returned. Dwarven metallurgists discovered that the meteoric iron strengthened steel greatly and had other properties making it more susceptible to being magically enchanted. They built great lifts and mined the sinkhole extensively before suddenly pulling up shop and leaving the crater altogether.

Later, monsters filled the galleries and caverns left vacant by the dwarves. More recently the crater has been the source of exploration by adventurers seeking riches and ancient secrets believed to be hidden within its vastness. A famous band of adventurers decided to plumb its depths, but only one returned, babbling incoherently the name "Xamazog" over and over again. Despite his madness, his pockets were filled with glittering gems, thus throwing more fuel on the fire for those desperate for quick cash and high adventure.

TRAVELING AND PLACEMENT

Those wishing to run the ***Crater Of Umeshti 2: The Deeper Darkness*** as a continuation of ***Crater Of Umeshti: The Sinkhole*** should refer to that volume for information on the placement of



the crater. Information on the wilderness leading to the crater, its random encounters and wilderness features are detailed in ***The Haunted Highlands***. Those wishing to run the ***Crater Of Umeshti 2: The Deeper Darkness*** as a stand-alone adventure should place the crater and its dungeons at least 50 miles, or a few days journey from the nearest civilized location to give it an air of remoteness and mystery.

STANDARD FEATURES FOR THE CRATER OF UMESHTI

LOCKED DOORS: Unless otherwise noted the doors are locked and have a (CL 2) requiring a successful open locks check of 14 or better by a character with the suitable ability in order to open. The doors are heavy and made from petrified wood leftover from the dwarven rule of the sinkhole. Thus although they technically cannot be missed with any attack roll, the doors have 20 hit points and are virtually immune to any ranged attacks short of a bolder hurled by a giant.

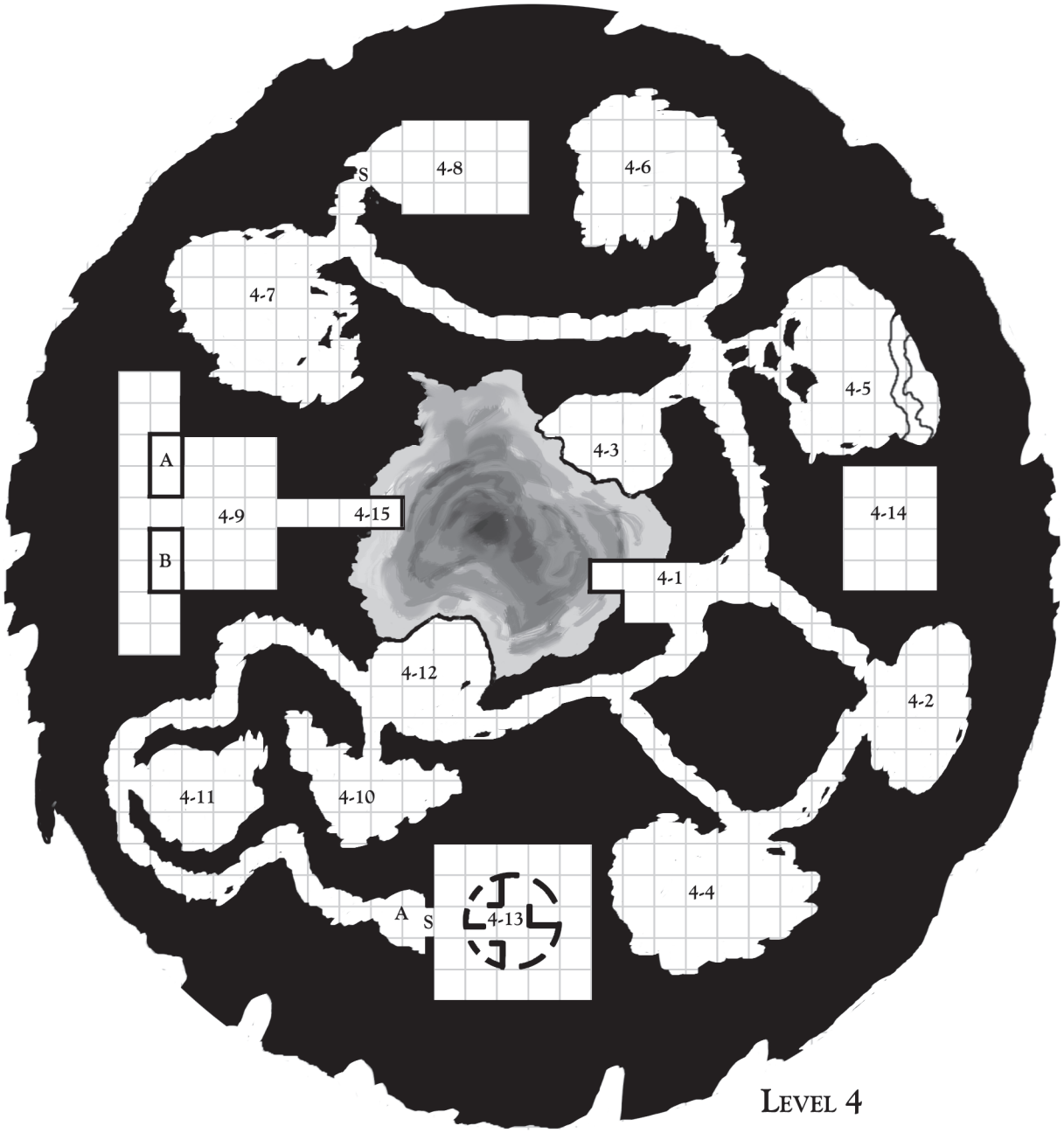
DWARVEN LIFTS: These ancient mechanisms still function fluidly, a testament to the ingenuity of the dwarves who crafted them. The lifts are fashioned with browned steel baskets that look in all the world like a large birdcage. Each basket is large enough to hold roughly six medium sized beings and support up to 10,000 lbs. of weight.

The lifts are operated with a simple hand break mechanism on the inside of the cage, lowering the subjects peacefully down the sinkhole shaft until they come to rest at the side of one of the lift docks. The lifts have a magically hardened cable and pulley system, which cannot be shattered, cut or broken by any means save that of something with truly titanic strength. Their enchanted nature resists the power of all magic save that of a wish spell. Each lift has roughly 100 feet of cable and is just long enough to lower a basket to the lift dock below it or the lift dock above which it is attached to.

RANDOM ENCOUNTERS: Roll 1d10 for random encounters once every 30 minutes of exploration or whenever the player characters do something loud and stupid.

1. 1d2 Gargoyles
2. 2d4 Kobolds
3. Giant Lizard
4. Bugbear Raiders (2d4)
5. Lord Ulzar
6. Giant Spiders (1d2)
7. Corpse Crawlers (1d4)

8-10. No Encounter



Level 4

CRATER OF UMESHTI, LEVEL 4: THE GARGOYLE GALLERIES

The gargoyle galleries are home and lair to a tribe of vicious gargoyles who reside within the sinkhole of the Crater of Umeshti. These cruel and callous beings have little love for any of the other denizens which crawl below the earth and are known to fly the length and breadth of the sinkhole shaft, hunting anything that flies or climbs for their food. The gargoyles are led by the self proclaimed Lord Ulzar, a particularly intelligent and vicious margoyle with the ability to harness and wield shamanistic magic in the name of Kyulashedrac the dragon goddess.

4-1. LIFT LANDING FROM 3-19

The lift basket from AREA 3-19 in the upper levels of the sinkhole descend to this landing. The landing is devoid of any outward threats, however 4 gargoyles are hidden amongst the stones of AREA 4-3 and AREA 4-12 and take note of any visitors to their lair. These gargoyles wait until the player characters are out of sight before moving to warn compatriots in caverns near their roost. Noticing the gargoyles amongst the rocks requires a successful wisdom check with a (CL) vs. the opposed dexterity check of the gargoyles. As the gargoyles are frozen in place, they gain an additional +4 to their dexterity check.

4-2. VIOLET FUNGI CAVE

This cavern is overgrown with noxious and deadly violet fungi. Like other such growths of fungi within the Crater of Umeshti, it is recognized for the threat it is by the denizens of this level of the dungeon, and therefore avoided.

VIOLET FUNGI (12): *HD 2d8; Hp 9 (avg); AC 13; Saves (N); Atk (1d4 tentacles), (1d4+Save Vs Poison or 1 point un-curable rot damage per round); Special: Poison, Twilight Vision, Plant Traits.*

4-3. GARGOYLE LOOKOUT LEDGE

As mentioned in AREA 4-1, 4 gargoyles perch along this ledge observing any flying or climbing traffic. They tend to leave J'nyuoor alone whenever he climbs down the shaft in search of food. Likewise Lord Ulzar has a special relationship with Malash on Level 3 of the dungeon and sends gargoyles to him to act as servants and guards in exchange for potions and training in the more diabolical of arcane arts.

GARGOYLES (4): *HD 5d8; Hp 20, 24; AC 16; AL CE; Saves (P); Atk: 2 Claws (1d3), Bite (1d6), Gore 1d4; Special: Darkvision 60ft., Fly 75 ft. Freeze.*

The gargoyles may not immediately attack. They prefer to stalk their prey quietly, waiting for the appropriate moment to surprise their foes and maximize the damage that they inflict. In any event, the gargoyles like to keep a few captives alive to bring before Ulzar as the gargoyle lord enjoys a good bout of torture every now and again. Likewise Ulzar has not figured out how to open the secret door to AREA 4-13(A) and may see if the PCs can somehow manage to circumvent its wards and traps. For more on this see AREA 4-7.

4-4. ODE TO A LUCKLESS SLAVING GANG

A slaving band from Ulgakur fought through kobold ambushes and avoided patrols of undead placed by Malash in a slave taking raid seeking surface dwellers. Licking their wounds they pulled into this cavern which possessed a cool spring only to find that their temporary sanctuary was soon attacked by the gargoyles who lair on this level. Fighting the gargoyles off, the Band of Six was soon reduced to three. They managed to barricade the entrance to this cavern and have been stuck here ever since, their only sustenance consisting of roasted spiders and centipedes that happen to pass by, or the harsh fare provided by Aeolocus the priest Kharzarn the Cruel.

Using spears and setting traps, the slavers have managed to hold off the gargoyles but are too weak and weary to make their escape from the chamber on their own. Tensions are high and their contractor in Ulgakur is likely to be displeased with their lack of living cargo.

The boulder leading to the entrance of the cavern is very heavy, requiring two strong player characters each to make a strength check (CL 6) in order to move it out of the way. Moving the boulder instantly alerts the slavers, who move into defensive positions amongst rock outcroppings within the cave.

The entrance is laced with tripwires placed by Mirazha and glyph of warding spells placed by Aeolocus. The slavers take wisdom checks to get a good look at the player characters to insure that they are not gargoyles or some other more dangerous threat. They do of course allow the player characters to trigger a few of their traps and gauge their responses to determine their strength and power.

BLAST GLYPHS: There are 4 blast glyphs of warding placed strategically around the entrance of the cavern just beyond the boulders. The glyphs deal 5d4 hit points of damage to everyone within 5 feet of the glyph. The glyphs are a (CL 5) to detect and disable by rogues and assassins with the find traps ability, with each ability requiring separate checks. The glyphs may also be detected by means of a detect traps and detect magic spells.

SNARES: There are three snares set along the entrance and between the stones breastwork laid out by the slaver band. The snares are a (CL 4) to detect and disable by rogues, assassins and rangers with the traps special ability. Each trap is capable of snaring a medium sized creature and holding them fast unless a successful dexterity check (CL 4) is made to avoid them. Creatures held in the snare must spend one round cutting themselves free from the snare. It is left to the Castle Keeper to determine where the glyphs and snares are located to best serve as a challenge to the adventuring party.

Just the same if the player characters manage to encounter the slaver gang, the slavers pass themselves off as adventurers from Dro Mandras who have been trapped within the Umeshti Crater for weeks. They do everything in their power to hide their evil intentions and offer whatever treasure and promises of further treasure to the player characters in return for a rescue.



Their most likely intent is to lead the player characters to Ulgakur and there sell them immediately into slavery. Secondary to this would be to rip off the player characters in the most innocuous manner possible and flee once they have found their way safely out of the crater or on their way back to Ulgakur.

SLAVERS BAND

AEOLOCUS: *(Human, Cleric (Kharzarn) Lvl 5; HD 5d8; Hp 42; AC 19; Primes (Wis (17), Str 15, Cha 14); AL LE; BtH +2(+3 Melee); Attk: Kukri (1d4+2), Heavy Flail (1d10+1), Shortbow (1d6); Eqp, +1 Kukri, Heavy Flail, Shortbow, 20 arrows, +1 chainmail, +1 medium steel shield, 2 potions of cure light wounds, wand of undetectable alignment (30 charges), scroll: Protection from Good. Typical Spells Per Day: 0th-Create Water, Purify Food and Drink, Detect Magic, First Aid Bandages. 1st-Bless, Command, Cure Light Wounds, Sanctuary. 2nd-Augury, Hold Person, Silence. 3rd-Create Food and Water, Bestow Curse.*

Aeolocus was born to a jaded Rhodensian noble and a slave mother. As the only known male heir to the Rhodensian estate, he was sent to study with the cruel monks of Kharzarn who exposed the boy to the disciplines of pain and suffering. Aeolocus traveled extensively upon the completion of his training, soon finding his way to the Undercity of Ulgakur where he became fascinated with the blood sport to be found in the strange subterranean theater known as "Gathaaks Comedy." He is now in the employ of the slave master of the pit fights, seeking new talent to shed their fluids for the delight of the masses.

MIRAZHA: *(Half Elf, Ranger, Lvl 4); HD 4d10, Hp 23; AC 16; Primes (Str 16, Dex 16, Con 14); Al NE; BtH +3(+5); Attk: Longsword (1d8+2), Longbow (1d8+1); Special: Ranger Abilities (Combat Marauder, Conceal, Delay/Neutralize Poison, Move Silently, Scale, Traps, Survival, Track); Eqp: +1 Studded Leather Armor, +1 Longsword, +1 Longbow (20 silver arrows).*

Mirazha is a huntress who specializes in the capture of sentient creatures for money. In essence she is a bounty hunter who relishes in hunting intelligent beings. Unfortunately, signing on in this expedition has led to her becoming the hunted… by the gargoyles in level 4. Mirazha is none too pleased with this and bickers constantly with Aeolocus as to the means of their eventual escape from the gargoyle galleries and completion of their current assignment. Mirazha has traveled for a time amongst the Ugashtan tribes, to Dro Mandras, with her last residence being the Undercity of Ulgakur where she found employment with the same slave master as Aeolocus.

HRINKLE THE OUTCAST *(Dwarf, Fighter 2, Rog2); HD 2d10+2d6; Hp 21; AC 15; Primes (Str 14; Dex 14); AL NE; BtH +3 (+6 with pick); Atk: +1 Heavy Pick (1d6+3), +1 Light Crossbow (1d6+1); Eqp: +1 leather armor, +1 ring of protection, +1 light crossbow, +1 heavy pick, 300 gp in gems, 100 gps; Special: Weapon Specialization (Heavy Pick), Back Attack (Double Damage), Cant, Climb, Decipher Script, Hide, Listen, Move Silently, Open Lock, Pick Pocket).*

Many years ago, Hrinkle murdered his foreman in a drunken rage at a dwarven construction site, when the fellow got on him about being late for work for the fifth day in a row. Three more workers died in an attempt to pull him off of their boss, and were found with a pickaxe apiece squarely buried in their foreheads. Hrinkle knew his number was up and fled into the deeps eventually finding his way to Ulgakur where he earned coin first as a rat catcher, bully and thug for hire. He commonly assists Aeolocus in slave hunting trips.

As soon as it is determined that it is other humanoids and not gargoyles, Aeolocus uses his wand of undetectable alignment to conceal the sins of his fellows in hopes of gaining the player characters trust and aid. This wand was given to him by his benefactor in Ulgukar to help with any dealings that they may have amongst folk of the surface world.

This party offers several opportunities for role-play, adventure and intrigue with the player characters.

NEW SPELL

UNDETECTABLE ALIGNMENT **CLERIC2, PALADIN 1**

CT: 1 **R:** Touch **AOE:** 1 target
D: 24 hours **SV:** Magic Negates **SR** Yes

This spell masks the alignment of the recipient from detect evil/good/law/chaos abilities and spells, granting a neutral alignment response to the detector. It is popularly used by villains, allowing them to move through goodly nations with ease. Likewise it is granted to paladins when they are required by quest or deity to undertake the infiltration of outposts of evil or travel amongst the darkest paths of Hell unmolested by lesser foes.

4-5. GARGOYLE LAIR

This cavern is home to 4 gargoyles. The gargoyles are on good terms with Malash the necromancer but ultimately serve Lord Ulzar. They rest in this chamber when not flying the length and breadth of the sinkhole in search of delicious eats and adventurers to torment.

GARGOYLES (4): *HD 5d8; Hp 20, 24; AC 16; AL CE; Saves (P); Atk: 2 Claws (1d3), Bite (1d6), Gore 1d4; Special: Darkvision 60ft., Fly 75 ft. Freeze.*

TREASURE: 40gp wolfskin cape, 2 potions of cure light wounds, a wand of magic missiles with 30 charges, an engraved Ugashtan warhorn (40gp, 100 if sold to the Ugashtan), 240gp.

4-6. GIANT LIZARDS DEN

This cavern is the lair of a group of cavern lizards who busy themselves eating large centipedes, spiders, lost goblins and kobolds or whatever else they fancy. The lizards only attack gargoyles when they are approached and for this reason the gargoyles tend to give them a wide birth. The lizards are known to sometimes climb up and down the sides of the sinkhole in search of a meal.

GIANT LIZARDS (3): *HD 4d8; Hp 19, 24, 27; AC 16; AL N; Saves (P); Atk Bite (2d6); Special: Twilight Vision.*

TREASURE: The lizards are quite like packrats and tend to drag their prey back to the nest to devour them. Large coal-like pellets of lizard excrement contain the following valuables, which were not destroyed, or were regurgitated whole: 4 rare gems worth 100gp each, +1 buckler, 399sp and a bottle of rare perfume worth 100gp.

4-7. LAIR OF LORD ULZAR

This cavern is the home of Ulzar the self-proclaimed Lord of the Umeshti Gargoyles. Ulzar is a curious being as he is a margoyle, rare amongst hatches of gargoyle eggs. More intellectually superior and physically imposing, Ulzar is also accomplished in the use of sorcery, having learned it from studying the writings upon the walls of the Shrine of Kyulashedrac. These writings and an ancient map led Ulzar to discover some very interesting secrets about the things that dwell beneath the dome at the bottom of the sinkhole.

There is an 80% chance that Ulzar sits upon his "throne" within this chamber when the chamber is entered, unless he has been warned of the presence of player characters by the gargoyles from the various lairs. If Ulzar is present, he is accompanied by two regular gargoyles who serve as consorts and bodyguards.

In the latter case, Ulzar is maneuvering around the player characters to set up an ambush. Lord Ulzar is a keen strategist who can and should position other gargoyles in Level 4 around the player characters. Should such an ambush go against Ulzar and his gargoyles, they may flee to a lower level of the sinkhole to rest and heal up, or fly upward to the upper galleries of the sinkhole and inhabit areas already cleared out by the player characters.

As has been mentioned, Lord Ulzar is in league with Malash. He is also a thrall to Xamazog.

If Lord Ulzar is victorious over the player characters, he allows his gargoyles to devour any player characters that are outright slain in the course of the combat. Player characters that are reduced to zero or negative hit points and live are bound and then sold into slavery within the Undercity of Ulgakur. This latter option gives player characters an opportunity for extended role-play and a potential escape from Ulgakur.

LORD ULZAR, ELDRITCH MARGOYLE: *Ulzar is a Chaotic Evil, Eldritch Margoyle whose vital stats are: HD 8(d8), HP 48, AC 18. His attributes are physical and mental. Ulzar attacks with (2) claws 1d6, bite 1d6, gore 1d6, or with his sword plus bite and gore. Ulzar carries a +2 shocking two handed sword that deals 2d6+4 points of damage and an additional 1d6 points of electrical damage. Ulzar's Eldritch Modifier, granted by the goddess Kyuleshedrac gives him the ability to cast spells as a 4th level spellcaster. Ulzar may select spells from the wizard or cleric spell lists. His typically memorized spells are as follows;*

0th—Detect Magic, Detect Good, Detect Evil, Message

1st—Magic Missile, Cure Light Wounds, Shield

2nd—Web, Hold Person

GARGOYLES (2): *HD 5d8; Hp 20, 24; AC 16; AL CE; Saves (P); Atk: 2 Claws (1d3), Bite (1d6), Gore 1d4; Special: Darkvision 60ft., Fly 75 ft. Freeze.*

TREASURE: 60 gp bearskin cape, 2 potions of cure serious wounds, a Wand of Fireballs with 30 charges, an engraved Ugashtan warhorn (40gp, 100 if sold to the Ugashtan), 240gp.

4-8. SHRINE OF KYULASHEDRAC

A short landing crosses over a pit falling into undetermined darkness. The landing ends in a blank cavern wall. Player characters making a successful wisdom check (CL 5) discover a secret door that is warded with magic and locked with an enchanted key.

The key to this door is in the possession of Ulzar. Attempting to pick the lock triggers a fireball trap (CL 5) that deals 5d6 points of damage to all within a 20 foot radius of the door.

Beyond the door is a chamber, which obviously served some different purpose once upon a time. Since that time any fine carvings have been distorted or changed by unknown hands to create a shrine to Kyulashedrac the Dragon Queen. The walls are filled with images showing the wrath of the Dragon Queen during a great war between many deities, monsters, and men. It is likely that even player character clerics and bards may not recognize every deity depicted in this epic battle, but what is clear is that dragons rose from the earth and rained down from the skies on behalf of Kyulashedrac. Many were slain and in the end the Dragon Queen snatched a star from the heavens and hurled it to the earth, where it struck the Umeshti, destroying the civilization in one blow.

Likewise a six-dragon altar stands in the eastern wall of the chamber. Red, white, black, green, and blue dragons are shown entwined with the form of a gigantic dragon of indeterminable color, gleaming as light strikes it with an iridescence of jet and violet crushed velvet.

Unbelievers in the power and glory of the Queen of Dragons touching the altar must make a successful save vs. magic (CL 5) or take 1d6 points of fire damage, 1d6 points of acid damage, 1d6 points of electrical damage and 1d6 points of poison damage.

The altar is stained with dried blood. A pit in the floor below the altar is wide enough for a human body to slide down through a chute, which drops the sacrifices into the sinkhole.

4-9. MALASH'S LANDING

Referred to as Malash's Landing, this area once served as a storage facility during the time of the dwarven excavations of the Crater of Umeshti. Two sets of staircases labeled A and B lead to Malash's necromantic laboratory, detailed in AREA 3-10 of ***Db 2, Crater Of Umeshti: The Sinkhole*** by Troll Lord Games™.

Malash has placed 5 ghouls here to guard his personal landing. If Malash is forced to flee to this area, he takes 2 of the ghouls with him in his flight.

GHOULS (5): *Hd 2d8; Hp 8; AC 14; Saves (P); AL CE; Attk: 2 claws (1d3), Bite (1d6); Speial: Paralysis, Ghoul Fever*

4-10. THE GREY POOL

A soupy pool of brackish grey water rests in the middle of the floor. The pool is actually grey ooze, which has dissolved enough gargoyles for Lord Ulzar to declare the chamber off limits.

GREY OOZE: *HD 3d10; Hp 15; AC 5; AL N; Saves (P); Atk: Acid (1d8); Special: Acid, Constrict, Transparent*

4-11. GARGOYLE NEST

This cavern serves as a nest to the gargoyles, having several females tending to clutches of eggs. There is an uncommon few "young" gargoyles here as well. The females are as powerful as males and fight to the death to defend their clutch of young against attackers.

FEMALE GARGOYLES (3): *HD 5d8; Hp 20, 24; AC 16; AL CE; Saves (P); Atk: 2 Claws (1d3), Bite (1d6), Gore 1d4; Special: Darkvision 60ft., Fly 75 ft. Freeze.*

IMMATURE GARGOYLES (4): *HD 2d8; Hp 8; AC 14; AL CE; Saves (P): Atk: 2 Claws (1 hp), Bite (1d4), Gore (1d2); Special: Darkvision 60 ft., *Immature gargoyles cannot fly, Freeze*

Gargoyle eggs are as hard as river washed marble stones, and are worth 200gp each in the open market, as they may be raised and trained as guardians for temples, castles and towers of the magi. There are 8 eggs in the clutch.

4-12. GARGOYLE LEDGE

This ledge is similar to the one described in Area 4-3. The 3 gargoyles are found here at any given time. They rest amongst the rocks of the ledge, springing on flying adventurer types, or any other creatures that they think they can take down.

GARGOYLES (3): *HD 5d8; Hp 20, 24,19, 29; AC 16; AL CE; Saves (P); Atk: 2 Claws (1d3), Bite (1d6), Gore 1d4; Special: Darkvision 60ft., Fly 75 ft. Freeze.*

4-13. SHRINE OF KRANNOGH

A stone bridge leads to a blank stone wall marked A on the map. The chasm shown on the map is 60 feet deep. The wall is blank to any race save a dwarf unless a detect magic spell is cast. The otherwise invisible runes reveal the holy symbol of Krannogh below, which is the following passage.

"With a mighty blow of thy sacred tools on eternal stone do the sons of the earth thus find my home"

Once the prayer is uttered a dwarf bearing a blessed hammer or pick must then strike the wall. Otherwise the door may be overcome with a successfully cast dispel magic spell against a (CL 5).

Otherwise attempting to break down the door with standard pick or hammer by any being other than a dwarf summons a pair of 4 HD Earth Elementals.

EARTH ELEMENTALS (2): *HD 4d8; Hp 22, 18; AC 17; AL N; Saves (P); Atk: Slam (2d4); Special: Earth Mastery, Darkvision 60 ft. Earth Glide, Regeneration*

SHRINE OF KRANNOGH

The chamber beyond the hidden door is dark and a shaped stone dome with a solid stone floor etched with runes of pure mithril. A stone altar carved with a jagged mountain peak stands in the center of the chamber. If a dwarf opened the doorway to the chamber the shrine illuminates lightly. Runes along the wall written in archaic dwarven reveal that a sacrifice of gems shall open the pathway to the servant of Krannogh. If 1000gp worth of gemstones are sacrificed upon the altar, the altar transforms to a swirling vortex of living stone. Player characters entering the vortex are instantly teleported to AREA 4-14.

Dwarven clerics of Krannogh who pray before the altar may replenish all of their previously used divine spells of the day as if they had just had a full nights rest. This unique power of the shrine and altar is usable once per month.

If the chamber is opened with a dispel magic spell, the chamber lights brilliantly for one round then turns completely dark. Four shadows and one wraith rise from the floor and attack.

SHADOW (4): *HD 3d12; Hp 9, 12, 18, 22; AC 13, Incorporal; Al CE; Saves M; Attks: incorporeal touch; dmg 1d4+1 Strength*

WRAITH: *HD 5d12; Hp 30; AC 15; AL LE; Saves (M); Attk (1d6) Incorporeal Touch +1 Negative Level; Special: Create Spawn; Undead, Incorporeal; Darkvision 60ft. Daylight Powerlessness; Unnatural Aura*

4-14. TOMB OF HALADAN STONEBEARD

This chamber is only accessed through the hidden Shrine of Krannogh the Earth Lord, in AREA 4-13. Player characters managing to gain access to this chamber find it richly carved and decorated as befits a dwarven lord. A swirling vortex of living stone remains within the back wall of the chamber allowing access back to AREA 4-13. An ornately carved sepulcher rests in the center of the chamber. Upon it is the larger than life sized carving of a dwarf dressed in full regalia with a hammer and chisel crossed over his breast. Bas-relief and finely carved sculptured pillars depict the former master of the Umeshti mining project, as he was in life, if not at a somewhat grander stature. Each of the four walls has a bas-relief which tells a portion of the story of the dwarven discovery of Umeshti Steel and Haladan Stonebeard's part in the mining and refining of the metal into weapons and armor of great strength and magical affinity.

RELIEF 1: This finely carved and tooled wall depicts dwarven prospectors digging laterally through the earth from their citadel to discover deposits of a strange luminescent ore marked with the dwarven star rune. The prospectors find they must fight their way back to their fortress against hordes of beastmen and thin hairless albinos with large black eyes.

The archaic dwarven runes at the base of the relief read as follows:

So did the wise and resourceful expedition of Haladan make its way to the place where the mountains shook and the earth rumbled in anger at the scars placed upon the body of Krannogh. There did they find a wondrous vein of ore from the stars. The star metal was rich in strength and strong in the power of runes. So too was it guarded by beasts of the deep and the children of the nameless god, descendents of the cursed ones whose empire once ruled the land of daylight.

RELIEF 2: This wall depicts the prospectors returning to the halls of the dwarven king and demonstrating the capacity of the new ore load. The king appoints a viceroy and expedition to recover the trove of ore and a legion of dwarves is sent forth under the banner of Haladan Stonebeard.

Clever were the children of Krannogh that gathered the ore and brought it before their king. His majesty, King Unger the Hammer, decreed that his most trusted thane, Haladan would lead the expedition to claim every ounce of star metal for the children of Krannogh. To Haladan he gave two brigades of the finest engineers, and under his banner did they march on the mother-load with great fanfare and determination.

RELIEF 3: This wall depicts the dwarven victory over the forces surrounding the crater and its sinkhole, driving the albinos even deeper into the earth and slaying mounds of beast men in their wake. Haladan is featured a prominent hero, a pickaxe in one hand and a warhammer in the other atop a pile of dead foes. In the background, engineers busy themselves creating an extensive lift system and mining the large deposits of ore from the ground.

With superior tactics and the wisdom of Krannogh, did Haladan lead the engineers to victory over the beasts of the pit and seize the star-metal for his liege and king, bringing great honor and glory to his people. The great lifts were erected and mining began in earnest, a testament to the clever gears that ran his mind.

RELIEF 4: An unfinished relief on the fourth wall shows some hardship and cave-ins, which call for a cessation of mining operations. It shows dwarves descending through ice filled caves, erecting more lifts to show their progress. A dome is reached deep within the earth and upon piercing it, waters rose to flood the sinkhole up to the 6th level. Albinos returned separating Haladan and a few warriors from the remainder of his people. It is unclear what exactly occurred next, but Haladan was mortally wounded, and no healers could mend his hurts and he was buried in the mines, which he helped found. A dozen dwarves with shaven beards are shown interring him in a sepulchral bearing his likeness.

The message below this relief is also confusing and seems unfinished or to be missing key elements to the tale.

So after claiming the ice caverns did our valorous miners breach the dome beneath the 11th gallery and a rumbling did erupt from the earth as if Krannough himself did feel the sting of our picks. The lower waters did rise and with them



great steam. The flood followed which washed to ruin all we had wrought. Haladan did remain behind to face the… which rose behind the tide…Separated from our thane the albinos did regroup and strike us again… Torn did we find him and battered…madness crept into his eyes and a blackened jewel clutched to his chest so brings the end… those who remain do return in shame our beards shorn and no more of the precious star metal to be had forever.

THE SEPULCHER OF HALADAN STONE BEARD

Let it be known that only those of the line of Stonebeard may claim their birthright from his tomb. All others be cursed for eternity to stand in the hall of entry, guardians of Haladan's bones.

The lid of the sepulcher weighs about 400 lbs and requires two individuals to make a successful strength check (CL 22) or better to lift it off. Touching the lid unleashes the rune of undeath upon the defiler unless they are of full dwarven blood. Likewise even a dwarf touching the lid of the sepulcher only has a base 10% chance of being a part of the Stonebeard bloodline, to be determined at random.

RUNE OF UNDEATH: This powerful dwarven curse is reserved for only the most notable of dwarven thanes and nobles. By the activation of this rune the target must make a save vs. death (CL 7) or be instantly slain, arising in 1d4 rounds as an undead guardian of the place of defilement. Beings with less than 5 HD rise as a shadow. Beings with over 5 HD rise as a wraith, beings of over 10 HD rise as a specter. Beings slain by the rune rise as guardians of AREA 4-13.

TREASURE: Within the sepulcher are the bones of Haladan Stonebeard, still dressed in his dwarven sized suit of +1 Fullplate, his +1 Pick and +1 Hammer crossed over his breast. A jeweled circlet rests upon the dwarf's brow. It is made of a curious greenish silvery metal and is inlaid with emeralds and rubies. The crown is worth 1000gps on the open market and is made from umeshti steel, and acts as a +2 Circlet Of Charisma, +4 if worn by a dwarf of the line of Stonebeard and used in dealings with other dwarves.

If any being other than a dwarf disturbs the bones of Haladan, a 9 HD earth elemental rises from the floor to defend the bones of Haladan at the behest of Krannogh. The elemental speaks as thus:

"Defilers of the sacred crypt of one blessed by the lord under the earth, defend yourselves as you see best!" With those words it attacks.

> **EARTH ELEMENTAL:** *HD 10; Hp 43; AC 19; Al N; Saves (P); Atk: Slam (2d8); Special: Earth Mastery, Darkvision 60 ft. Earth Glide, Regeneration*

If it is defeated, the lord under the earth, speaking with the voice of the elemental declares that the player characters have earned the right to bear the arms of Haladan and the elemental crumbles to dust.

4-15. LIFT PLATFORM

This lift platform descends to AREA 5-1. The gargoyles of Areas 4-3 and 4-12 watch it carefully. Should any being not allied with Lord Ulzar rise from the sinkhole depths, the gargoyles attack. Should any being other than Malash, or beings in his company attempt to descend deeper into the depths, the gargoyles also attack.

LEVEL 5. SNAALRAK'S HIDEOUT

This level of the Umeshti sinkhole serves as the hideout of Snaalrak's band of bugbears. This particularly vicious band of bugbears and ogres is unwelcome as a whole in Ulgakur and in several orc and goblin enclaves throughout the depths of the earth. Snaalrak is pretty smart for a bugbear however and tends to pay off King Skritch in order to get free movement to the surface where his band occasionally resorts to banditry and plundering. Half of Snaalrak's band is typically elsewhere at any given time plundering and raiding. Currently the gnomish explorers on level 6 are causing Snaalrak a certain amount of headache. It is possible he may offer to hire the player characters to take care 3of the gnomes. Of course he may just do as most bugbears do; set up ambushes and try to take them out.

ROADHOUSE RULE: Bugbears are stealthy and hide and move silent as a rogue of equal hit dice. They may use this ability in any peace-meal armor weighing 30 lbs. or less. Likewise bugbears gain a +1 to all damage rolls with melee weapons due to their prodigious strength and size. Castle Keeper's may use this optional rule or discard it as they see fit.

RANDOM ENCOUNTERS: Roll 1d10 once ever 30 minutes of exploring within Level 5 or if the player characters do anything overly loud or obnoxious.

1.	1d4+2 Bugbears
2.	1d2 Ogres
3.	1d4 Giant Spiders
4.	1d2 Giant Lizards
5.	2d20 Giant Rats
6-10.	No Encounter

5-1. LIFT PLATFORM

This platform is the landing for the lift basket from AREA 4-15. It is typically watched by the bugbears and ogre in AREA 5-2. The bugbears move into hiding positions when they hear the lift gears moving and the ogre proceeds to the lift to "greet" any beings which descend. If the visitor is not Malash, the "greeting" usually involves a greatclub.

Characters with night vision or dark vision notice another lift platform to the southeast and a rope bridge reaching to that platform from a ledge to the north (AREA 5-5). Bugbears from this area keep a watch out for intruders and fire sniper shots from hiding at player characters engaging in any combat with allies from 5-2 if possible.

5-2. PUTRID FOUNTAIN

A finely carved fountain depicting a dwarf striking a vein of water with a pickaxe while other dwarves desperately try to stop the deluge occupies most of the western side of this chamber. The water trickling from the hole in the wall is a brackish putrid black that slowly leaks onto the floor in that corner of the chamber. Hidden amongst the shadows flanking the hallway from the lift platform are 4 bugbears. As the player characters approach this chamber a large ogre steps out and asks "What Doin' Here?"

Any answer except the following causes the ogre and bugbears to attack.

- "We are here to see Snaalrak."
- "Just passing through."
- "We're looking for Ulgakur."

Using these phrases causes one of the bugbears to start feeding lines to the ogre who asks basic questions like, "How do you know Snaalrak?" Good negotiation and role-play may avoid a deadly fight and angering a whole lair of bugbears and ogres.

Player characters "just passing through" are charged a travel access fee of 200gp per person or are turned back. If the player characters are indeed looking for Ulgakur, they are told of the passage in AREA 3-7 of the ***Crater Of Umeshti: The Sinkhole***. They are not however given the password. That information costs an additional 500gp. Likewise they are told of passage beneath Level 5 where "The Boatman" may be hired to take them by way of the underground lakes and rivers.

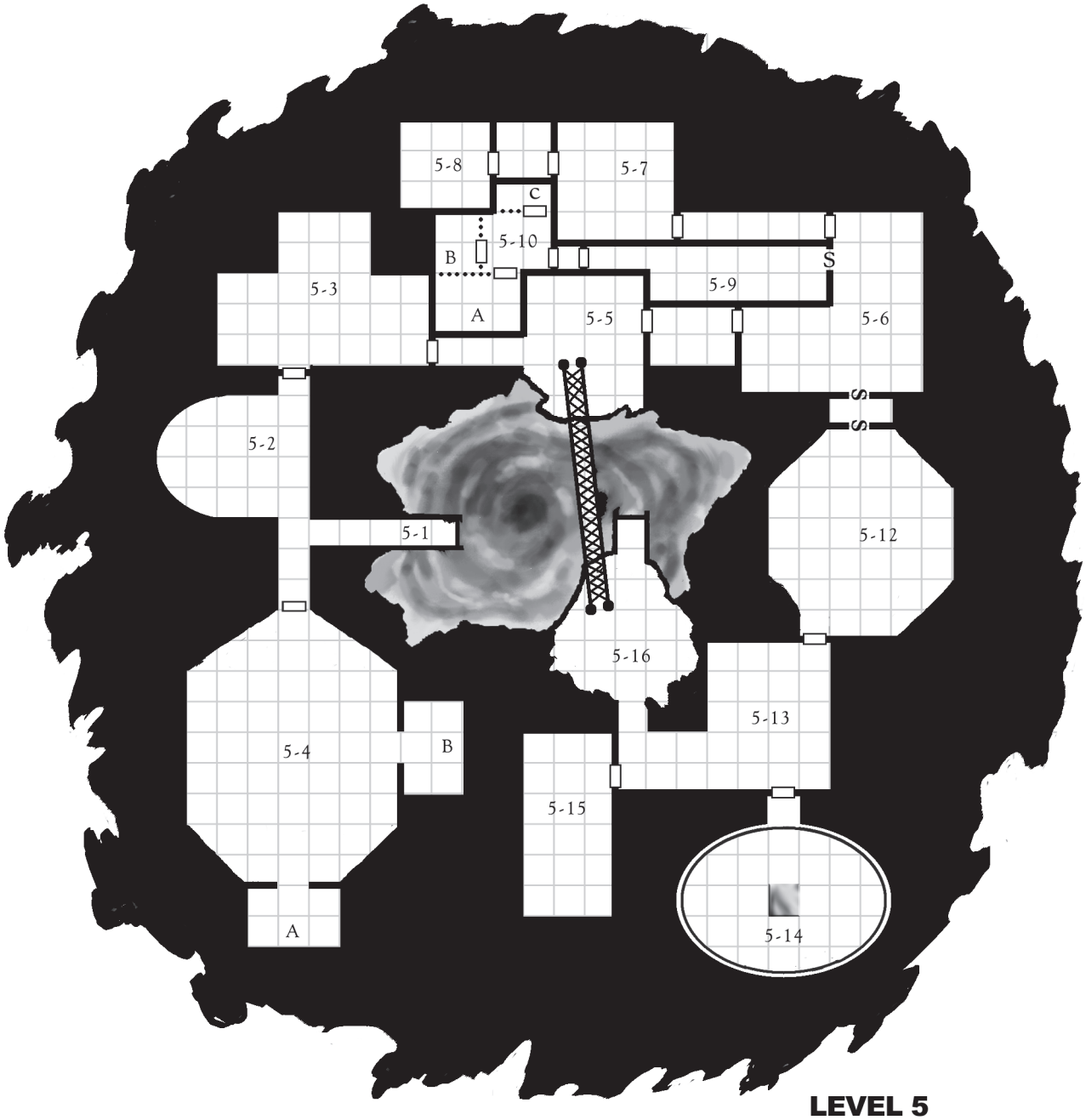
Player characters paying the toll are taken by armed escort via the most direct route to the lift at AREA 5-16.

Unless the bugbears have been discovered with magical or other means, they gain a surprise round on the player characters should fighting break out.

THE FOUNTAIN: The fountain was built to commemorate the various travails which the dwarves faced with a constant amount of water within various levels of the crater due to underground rivers, streams, lakes, glaciers and seas. The dwarves developed a powerful pumping system that ultimately failed forcing their ultimate abandonment of mining operations. The water may be purified magically. Player characters drinking or otherwise touching the water must make a save vs. poison (CL 6) or contract Dragon Pox (See sidebar).

A bard making a successful bardic lore check (CL 8) should be able to understand the gist of the fountain's importance. If the player characters have also explored the Tomb of Haladan they should be able to piece the flooding together with this fountain.

A dwarf or gnome with rudimentary understanding of mining and stonework may repair the fountain. This repair would require the clearing of the drain at the bottom of the fountain of any sediment and the plunging of the pipe bringing water to the fountain. This of course involves spending some time underwater. An intelligence check vs. (CL 8) cleans the pipes



LEVEL 5

and tubing but takes 30 minutes to complete. If the pipe is cleaned, the water quickly loses its diseased quality and becomes pure holy water, blessed by Krannogh. The water may fill as many flasks as the player characters have handy, but only retains its holy quality for 1d2 days before transforming to normal water once again.

NEW DISEASE: DRAGON POX

Dragon pox is a foul disease of the deep earth, often caused by waters defiled or spoiled by the presence of draconic blood that has somehow seeped into the earth. The disease is often mistaken for other diseases, as at its onset it causes fever, aches and chills. Eventually boils erupt from the skin and eventually burst. The seepage from the boils is a highly toxic and flammable venom. This venom may ignite flammables such as wood and fabric, or dissolve metallic substances, as well as pass the disease onto any who come in contact with it.

DISEASE: Dragon Pox

INITIAL ONSET:

Duration	Effects
Begins 1d4 days Lasts 1d4 days.	Deals 1d4 points of temporary constitution damage, chills, after contact. fever, spots and boils.

FULL DISEASE:

Duration	Effects
Begins at end of onset period.	Lasts for 2d6 weeks.

1d4 pustules erupt per day dealing 1d6 points of damage per pustule. Clothing, armor, worn equipment and bedding must make a save vs. acid or be destroyed.

5-3. OLD BARRACKS

This chamber once served as a barracks for smiths and stone fitters in the heyday of the dwarven excavations. It now serves as barracks for Snaalrak's bugbears. There are at least 6 bugbears in this chamber at any given time. Rags, animal pelts and the like pile upon the floor in a haphazard manner denoting the sleeping quarters of these and dozens more bugbears. If the player characters are in the company of other bugbears and have paid their toll, these bugbears pay them no attention.

If the player characters have come in with swords flashing, the bugbears attack. Likewise if the player characters have entered missile combat with bugbears from AREA 5-5, any surviving members of that band have come here to warn their kinsman of the assault. In this event the bugbears hide on either side of the doorway and prepare to ambush and slay anyone who comes through the door.

BUGBEARS(6): *HD 3d8; Hp 13(avg); AC 17; AL CE; Saves (P); Attk: Heavy Flail (1d10+1), or Javelin (1d4+1), or crossbow (1d6); Special: Darkvision 60ft. Hide, Move Silently.; Equipment: Crossbow, 20 bolts, 2 javelins, heavy flail, 3d10gps each.*

5-4. OLD FORGEWORKS

This chamber once served as a secondary forge works for the purpose of creating and repairing tools and secondary equipment for use by workers in the mine. True most of the Umeshti steel was sent in its raw iron form back to the dwarven citadel of (X), but a good portion of the stuff was crafted here. The forge is still in operation and is operated by a trio of bugbear blacksmiths who re-manufacture scavenged metal into weapons suitable for their superior size and combat skill.

It is highly uncommon for visitors to Snaalrak's hideout to enter the forge works, thus any intruder is attacked instantly.

QUENCHING CHAMBER

This chamber is located in the area marked with an A on the map. A pipe bringing water from one of the many underground channels fills this chamber with water. The water is held back by the power of a bound water elemental. As the dwarves, and now the bugbears forge new gear, the red hot metal is unceremoniously plunged into the water elemental, much to its pain and the delight of the bugbears. The elemental is bound with a dwarven rune of binding and can do nothing more than suffer the pains and agony of its lot in life.

SMELTING CHAMBER

Similar to the quenching chamber, this chamber is marked with a B on the map. The chamber remains hot as the hells, but is kept behind a re-enforced iron door with a tempered glass view port. Tracks lead into the chamber where smelting pots are pushed in by the diligent smiths. Metal within the smelting pots is liquefied by a bound fire elemental.

Should the water and fire elementals be freed, they quickly leave the chamber in search of dwarves and bugbears to punish for their impudence and hundreds of years of bondage.

NOTE: Freeing the water elemental from the rune results in a continuous flow of water into the chamber as if from a decanter of endless water with the "stream" ability activated. This is not enough to flood the sinkhole but it is enough to make the floor very slippery and wet on the western side of Level 5.

BUGBEARS SMITHS (3): *HD 4d8; Hp 17(avg); AC 17; AL CE; Saves (P); Attk: Warhammer (1d8+1), or Javelin (1d4+1); Special: Darkvision 60ft. Hide, Move Silently.; Warhammer, 3 javelins.*

FIRE ELEMENTAL: *HD 5d8; Hp 22; AC 15; AL N; Saves (P) Attk: Slam (1d4+1d2 fire); Special: Burn, Darkvision 60 ft., Immunity to fire, regeneration.*

WATER ELEMENTAL: *HD 6d8; Hp 26; AC 17; AL N; Saves (P) Attk: Slam (2d6); Special: Water Mastery, Drench, Vortex (Save +6), Capsize, Darkvision 60ft. Regeneration*

TREASURE: 2 breastplates, 1 suit of scale mail, 1 suit of plate mail, 3 large steel shields, 2 two handed swords, 1 longsword made from umeshti steel, and 4 heavy flails hang from racks in the chamber.

UMESHTI STEEL

Steel made from the meteoric iron scattered throughout the crater and sinkhole is referred to as Umeshti Steel, in deference to the culture that once thrived in this region. The steel is very strong offering a +1 base to armor class or shields if used for armor or shields. For example, a suit of umeshti full plate affords an armor class of +9. Weapons made from umeshti steel are extremely hard and take a superior edge to those made from other inferior quality steel, giving them a +1 to damage that they deal. Umeshti steel has one quality beyond these that makes it invaluable and is the reason for the large dwarven presence that once filled the halls surrounding the sinkhole. Umeshti steel is impervious to rust and normal decay of any sort. Rust monsters do not affect it, nor do magical effects that accelerate the oxidation process. Items made from umeshti steel are double the value of items made from ordinary steel.

5-5. ROPE BRIDGE

A collapsed wall in the southern side of the chamber reveals the great sinkhole. The bridge is guarded by 6 bugbears armed with crossbows. The bugbears keep a close eye on the comings and goings of the lift basket or for any creatures flying up and down the sinkhole. It is not uncommon for the bugbears to shoot down a gargoyle from time to time or pinion bats in mid flight.

Unless the player characters are under some special escort, the bugbears attack.

BUGBEARS(6): *HD 3d8; Hp 13(avg); AC 17; AL CE; Saves (P); Attk: Halberd (1d10+1), or crossbow (1d6); Special: Darkvision 60ft. Hide, Move Silently.; Eqp: Halberd, Light Crossbow, 4d10gp each.*

The bridge seems somewhat rickety but is actually sturdily constructed allowing access from AREA 5-5 to the lift platform at AREA 5-16. Crossing the rope bridge requires a successful dexterity check (CL 3) to get across. Failure means that the traveler drops anything held in their hands and must make a second dexterity check (CL 3) or fall off of the rope bridge into the seemingly bottomless sinkhole below.

Likewise travelers doing battle with the bugbears in this area have an 80% or greater chance of alerting the ogres and bugbears in AREA 5-16, who do their best to impede the progress of any invaders, up to and including cutting the bridge and letting the player characters plummet to their doom.

5-6. BUGBEAR COMMISSARY

This chamber reeks of spoiled meat and oily coal fires. Unless alerted to combat in other areas, a group of bugbears wrestle, gamble, fight, argue, drink and feast in this chamber while enjoying the "delicacies" provided by their cook Rhabo.

Rhabo provides an interesting menu including the following items, crudely scrawled on the wall next to his stone oven.

Gargoyle Egg Omelet with Frumunda Cheese, Scrambled Kobold Eggs, Fried Kobold Bits, Pickled Gnome, Slow Roasted Giant Spider, and Giant Rat Kebob. Likewise Rhabo provides the "Catch of the Day" which may very well be the player characters.

Likewise Rhabo has a home-brewed grog made of blood, violet fungi jelly and spring water. Rhabo stores the stuff in moldy kegs until it has reached the desired potency.

BUGBEARS(6): *HD 3d8; Hp 13(avg); AC 17; AL CE; Saves (P); Attk: Halberd (1d10+1), or crossbow (1d6); Special: Darkvision 60ft. Hide, Move Silently.; Eqp: Halberd, Light Crossbow.*

There is a 1d6 chance that the bugbears are intoxicated, giving them a -1 to initiative, and -1 to attack rolls, attribute checks and saving throws.

RHABO, BUGBEAR: *HD 3d8: Hp 24; AC 18; AL CE; Saves (P); Attk: Cleaver (1d8+2); Special: Darkvision 60ft. Hide, Move Silently.; Eqp +1 Heavy Cleaver (Battleaxe). 3d6gp.*

A dozen barrels stand in the back corner of this room. Three are filled with 3 gnome corpses each, pickled in brine. Two are filled with grog. Two are stuffed with straw and hold 5 kobold eggs each. Two are stuffed with straw and contain 2 gargoyle eggs each.

5-7. BODYGUARD QUARTERS

This chamber houses Snaalrak's hand picked bodyguards. These hardened and scarred bugbears are always vigilant, as they fear the wrath of Snaalrak more than anything else that they have yet encountered.

The bugbears spring into action if the chamber is entered without the proper pass-knock. If combat breaks out, Snaalrak enters the fray from his chamber in AREA 5-8 in 1d2 rounds armed and ready.

SNAALRAK'S SUBCHEIF'S (3): *HD 3d8: Hp 24; AC 18; AL CE; Saves (P); Attk: Halberd (1d10+1), heavy crossbow (1d10); Special: Darkvision 60ft. Hide, Move Silently.; Eqp, halberd, heavy crossbow, 20 bolts, 6d10gp each.*

5-8. SNAALRAK'S LAIR

Small stone chamber is littered with plundered silks and animal skins. Sacks of loot lie jumbled amongst broken and piece meal armor hunks and weaponry. The room serves as the private quarters of Snaalrak. Snaalrak is accompanied by his two concubines.

Snaalrak was once a combatant in the arenas of Ulgakur, and likewise served as a mercenary and guard to some of the Undercity's most notorious merchants, and "nobles." Snaalrak has never been one to follow any rule or lead except for his own, and after conquering a small tribe of bugbears he set about a rampage within Ulgakur that saw him banished for life. He now spends his days near the crater, raiding against Skritch's folk, picking fights with the gargoyles and raiding merchants among the cavern-ways and hidden paths that lead to Ulgakur.

SNAALRAK, BUGBEAR CHIEF, FIGHTER 6: *HD 6d10: Hp 46; AC 20; AL CE; Saves (P), Str 18 ; BtH +10*, Attk:+1 Halberd (1d10+5), heavy crossbow (1d10); Special: Darkvision 60ft. Hide, Move Silently. Weapon Specialization +1 damage (Halberd), Combat Dominance; Eqp: +1 halberd ,+1 heavy crossbow, 20 +1 bolts, 3 potions of cure light wounds.*

**Base To Hit calculated as +6 for HD, +3 for strength, +1 halberd =+10 to hit and +5 to damage rolls with melee attacks.*

TREASURE: 600gp, 500gp gems (2), 100gp gem (1), 50gp gems (2), 25gp gem (1), a ruby encrusted champions trophy from the Fighting Pits of Gathaaks Grin worth 600gps.

If the player characters have proven themselves a match for Snaalrak's underlings, he may propose that instead of facing one another as foes, the player characters come work for him raiding the territories of other monsters within the Crater of Umeshti. If the player characters find this an agreeable scenario, Snaalrak's first order of business is to dispatch the player characters to Dungeon Level 6 to look for the raiding party he sent out a few days ago to explore that portion of the dungeon. The party has not yet returned. Snaalrak assumes this is due to their finding a decent trove of treasure or booze and not bringing it back to share with the rest of the band. He would ask the player characters to return with information or loot and offers to send an ogre and up to 4 of his henchmen to assist the player characters in their explorations should they find this truce agreeable.

As allies of Snaalrak, the player characters would find a place to rest and recuperate from wounds and an ally to watch their backs for as long as it is convenient for Snaalrak to have them around. Likewise Snaalrak has pretty good knowledge about Ulgakur and its various power players which could come in useful to the player characters at some future time.

5-9. HIDDEN CORRIDOR

A corridor hidden behind a secret door leads to a hidden prison cell used by the bugbears for incarcerated prisoners. Some prisoners are held as hostages or slaves to be sold. Others are kept in much the same matter as cattle to be served as food in Rhabo's ovens. The secret door is a (CL 4) requiring a successful wisdom check to find.

The corridor is trapped with a scything blade trap. The bugbears all know where the disarming button is (after a few failed attempts) and thus always avoid this trap.

The scything blade trap is a (CL 4) and deals 4d6 points of damage to anyone failing a save vs. traps.

The door at the end of the hallway is locked and barred from the inside. A secret knock is used to get the attention of the jailors in AREA 5-10.

5-10. BUGBEAR HOLDING CELLS

This chamber was once likely a dwarven jail, now used by the bugbears to hold prisoners of value (such as the player characters should they be captured with the intent of sale into slavery). The chamber consists of three 5x10 cells set into the niches in the wall and is guarded by two bugbear jailors. The jail stinks of filth and waste. If the door has been opened or picked without giving the proper secret knock, the bugbears attack.

BUGBEARS(2): *HD 3d8; Hp 13(avg); AC 17; AL CE; Saves (P); Attk: Heavy Flail (1d10+1), or crossbow (1d6); Special: Darkvision 60ft. Hide, Move Silently.; Eqp: Heavy Flail, Light Crossbow, 3d6gp each.*

CELL A: Three gnomish prisoners are held here. They are malnourished and close to death. The gnomes were part of the archaeological and geographical survey that is trying to map out the subterranean river, lake, stream and glacier systems within 100 miles of the Crater of Umeshti.

GUIZZI, FURDENCH, DWITE: *HD 1d8; HP 5, AC 10*, AL N; Saves (M,P); Attk: Fists (1d2); Special: Gnomish Traits, Darkvision 60 ft. *Armor-less*

CELL B: Curly the Troll is held prisoner here. He was quite a catch for the bugbears that like to use him for target practice with their crossbows. Curly is quite insane at this point (even more so than normal for a troll) and kills any bugbears he can get his hands on before turning on player characters or other prey.

CURLY THE HILL TROLL: *Hd 9d8; Hp 29; AC 16; Saves: Physical; AL CE; Attks: 2 claws (1d4), Bite (2d6); Regenerate (2), Rejuvenate, Fast Healing (3).*

CELL C: Grottman Cleave, a grey dwarf bounty hunter sent to bring back Snaalrak's head languishes in this cell, a victim of a bugbear ambush. Grottman's other hunters were slain in the attempt. Grottman is a resident of Ulgakur and knows the password in Level 3, which leads through the passages to Ulgakur. He offers the player characters 400gp to rescue him and take him to the Undercity and reveals to the player characters that there is a bounty on Snaalrak (worth 500gp, though he only admits to 200gp and claims to be the only one able to collect it).

GROTTMAN CLEAVE, GREY DWARF RANGER 3: *Hd 3d10; Hp 14; AC 10*; AL NE; Primes (Strength 14, Con 14); BtH +2; Attacks: Fists (1d2); Special: Mental Illusions and invisibility (Intelligence -12 to ignore), Combat Marauder, Conceal, Delay/Neutralize Poison, Move Silently, Traps, Survival, Track.*

**Armor-less*

5-11. SECRET TRAPPED PASSAGE

The bugbears and ogres of Level 5 less commonly use this passage as it is fortified and trapped to prevent foes from gaining easy access to Snaalrak's headquarters. The secret doors leading between AREA 5-6 and 5-12 have a (CL 3) to detect.

The narrow passage between AREA 5-6 and 5-12 is trapped with a covered spiked pit trap, which has been here since the dwarven occupation. The pit is 50 feet deep and ends in a series of barbed spikes. The trap has a (CL 3) and requires a successful save vs. traps to avoid. Player characters falling into the pit

suffer 5d6 points of falling damage and land on 1d4 spikes. Each spike deals an additional 1d4 points of damage.

5-12. WORG KENNEL

The bugbears keep a kennel of vicious worgs in this room. The worgs are tended by Claatung the Beastmaster, who feeds the worgs starving prisoners about once a week to keep them mean and hungry.

CLAATUNG, BUGBEAR, RANGER 3: *HD 3d8+3d10; HP 34; AC 20; Saves (P) Str 16, Dex 16: BtH +8; Attk: +1 Broadsword (2d4+3), Whip (1d2+3), or Heavy Crossbow (1d10); Special: Darkvision 60 ft. Conceal, Move Silently, Track, Combat Marauder*, Scale, Traps.; Eqp: +1 broadsword, +1 whip, Heavy Crossbow, +1 Ring of Protection.*

**Claatung's Combat Marauder ability covers gnomes, dwarves, elves, half elves and halflings.*

WORGS (4): *HD 4d8; HP 16 (Avg); AC 14; AL N(E); Saves (P); Attk: Bite (2d4); Special: Trip, Darkvision 60 ft., Twilight Vision, Scent, Track.*

5-13. OGRE LAIR

Separate somewhat from the bugbears are the ogres who have joined up with Knallrak's band. The ogres offer a bit more in brute strength and generally come when called upon by the bugbears. There are 4 ogres in this chamber who attack any non-bugbear or ogre that enters their lair without exception.

OGRES (4): *Hd 4d8; Hp 18 (avg); AC 16; AL CE; Saves: (P); Eqp; Stone Battleaxe (1d10+4), Spear, 2d10gp.*

5-14. THE WHIRLPOOL

This room was originally designed by the dwarves to handle and maintain the water problems related to their excavation and mining enterprises within the sinkhole. The doorway leading to the whirlpool is watertight and airtight, opening to a small landing that leads down to the pool itself. A drain at the bottom of the pool leads to a 70 foot deep pipe shaft leading to AREA 6-13. The water is frigidly cold but not frozen as the constant flow of water up and down the pipe and along the Eibon river keeps it at a maintained temperature.

Water and how to drain it became one of the major factors in the eventual abandonment of mining operations. Although the dwarven engineers were successful on many levels it seemed that, try as they might, they were unable to completely solve the water situation.

The bugbears on this lair have discovered that things more heinous than the presence of the water occupies this chamber and for that reason leave the chamber alone so long as nothing comes out of the room and into their claimed territory. Within the pool are aberrations of the utter darkness. The telepathic beings swim within the pool, waiting for prey to peer into the black waters before attacking with mental powers and rending claws.

THUNE HALF-BLOODS (5): *HD 3d8; Hp 13 (avg); AC 14; AL (CE); Saves (P); Atk: 2 claws (1d6), Bite 1d4; Special: Unnatural Aura, Attach, Blood Drain, Detect Thoughts, Telepathy, Swim 50ft. Darkvision 60 ft. Light Sensitivity.*

The drain cover at the bottom of the whirlpool has been wrenched free by the thune half-bloods. Swimming 70 feet down the water filled shaft leads to AREA 6-13.

5-15. BRONGK'S DEN

Behind the locked door is the den of Brongk, the biggest nastiest ogre of his tribe.. Brongk runs the ogres as their boss by nature of being bigger and meaner than his brethren. Likewise he cow-tows to Snaalrak, as the bugbear has beaten him to within an inch of his life on more than one occasion. Brongk charges forth from his den if sounds of combat reach him from his frequent drunken slumbers.

BRONGK THE WAR OGRE: *HD 6d8; Hp 32; AC 18; AL CE; Saves: (P); Eqp; +2 two handed axe (1d12+4), Spear(1d8+4)*

Currently Brongk keeps Dienshere as his personal slave. Dienshere was a scout in the party of adventurers which once included Borvya and Corpus Ipati. If freed she offers to join the party as she wishes to learn the fate of the other party members. She remains until such time as the player characters leave the Crater of Umeshti. The detraction of Dienshere is that she never breaks off from a fight with ogres of any sort, fighting them to the death.

DIENSHERE *(HUMAN FEMALE BARBARIAN 4): HD 4d12; Hp 30; AC 11*, AL CN; Primes (Strength (15, wisdom 10, constitution 14); BtH +3(+4 melee); Special: Primal Sense, Primal Fury.*

**Armor-less*

5-16. OGRE LANDING

Burrowed out of a natural cyst created by the meteor crash that formed the sinkhole, this landing is guarded by 4 heavily armed ogres.

OGRES (4): *HD 4d8; Hp 18 (avg); AC 16; AL CE; Saves: (P); Eqp; Stone Battleaxe (1d10+4), Spear, 2d10gp.*

Unless travelers have somehow bribed or allied themselves with the ogres and bugbears on this level, the ogres see adventuring spelunkers as foes and attack on sight.

The lift basket leads to AREA 6-1.

CRATER LEVEL 6: FLOODED CHAMBERS AND THE THUNE MENACE

As flooding from the underground lake and river systems was never fully resolved by the dwarves during their excavations, several areas of this level are partially or completely submerged requiring the ability to travel across or under the water. Likewise this level has become a sort of base of operations for a small group of thune. These malevolent creatures, like other

adventurers, seek to unlock the mysteries of the deeper caverns of the Crater of Umeshti but also have a more heinous purpose. They seek specimens to transform into thune beasts.

Their ultimate goal is the conquest of the upper and lower levels of the Crater of Umeshti dungeon, and eventually the outside world. Their presence should create a serious challenge for the player characters that have no doubt never encountered their like before in any of their adventures.

6-1. ABANDONED LANDING

Unlike other landings the player characters have encountered within the Crater of Umeshti Dungeon, this landing is completely unguarded. A trio of waterfalls to the south fills the area with the resounding crash of swift moving water plummeting hundreds of feet to the floor of the crater below. A second lift landing can be seen on a separate landing roughly 30 feet to the west, but its basket is nowhere to be seen. Presumably the lift basket is on a lower level of the dungeon.

6-2. OPEN AND SHUT

This room is curiously designed so that when the sliding stone door in the eastern wall is opened, the portcullis in the northern wall is also opened. When the door is shut, the portcullis also clambers shut, tripping a lever which locks the portcullis in place and also locks the door behind it so that it may not be reopened from within the chamber, except by use of a knock spell. There is no doorknob on the inside of the door. The weight of the iron portcullis causes the door to slowly close on its own as the portcullis slowly descends to the floor. This takes roughly one minute to complete and is only obviously noted by someone continuously watching either the door or the portcullis or by a player character making a successful wisdom check to notice (CL 5). The only other area which operates the portcullis or unlocks the door is AREA 6-5. The door may be spiked open with iron spikes in order to keep it from closing automatically.

This also leaves the portcullis open, but may not be something that the player characters desire when 1d6 thune hounds arrive from AREA 6-3 in 1d4 rounds, and 1d6 more 2 rounds later, just before the portcullis closes.

Several bodies are littering on the floor of this chamber. They include the corpses of three bugbears and an ogre. The final body is that of a curious four-legged reptilian creature whose skull resembles a brain coral and whose mouth resembles that of a suckerfish. The bodies are freshly decomposing and fill the entire chamber with a horrid stench. A successful constitution save (CL 3) prevents player characters from becoming nauseous, granting them a -2 to all checks, attack rolls and saves until fresher air can be found. One of the bugbear corpses appears to have been completely drained of blood and is covered with circular bruises from fang marks which correlate to the shape of the quadrupeds mouths. The other two bugbears and the ogre appear to have bled to death from multiple wounds, likely inflicted upon one another.

TREASURE: There are 43gps in various coins, 3 halberds, 2 heavy flails, and 2 two handed swords strewn about the floor amongst the drained bugbear husks.

6-3. THUNE HOUNDS DEN

This large chamber now serves as the den to a dozen deadly thune hounds. These creatures attack anything except for thune highborn on sight unless commanded by their masters to do otherwise.

The dried husks of the remainder of the bugbear and ogre raiding party are found amongst the refuse of the chamber, totaling 8 more corpses in all.

Subtract any thune hounds slain in AREA 6-2 from those encountered here.

> **THUNE HOUNDS (12):** *HD 2d8; Hp 8; AC 16; AL CE; Saves (P); Attk: Bite(1d8); Special: Trip, Attach, Unnatural Aura, Blood Drain, Darkvision 60 ft., Light Sensitivity.*

There are 28gps and several broken weapons strewn about the floor amongst the corpses of the bugbears who died here.

6-4. SECRET ARMORY

A secret door (CL 5) reveals this hidden chamber, which once served as an armory to elite dwarven guardians of the mines. A pair of halberds made from Umeshti Steel and a scale mail hauberk of Umeshti steel hang from iron hooks embedded in the walls.

6-5. SECURITY ROOM

This chamber is affixed with four large mirrors that focus from many refracting mirrors, which observe various parts of the caverns.

NORTHEAST MIRROR: This mirror observes AREA 6-3.

SOUTHEAST MIRROR: This mirror observes the landing in AREA 6-1.

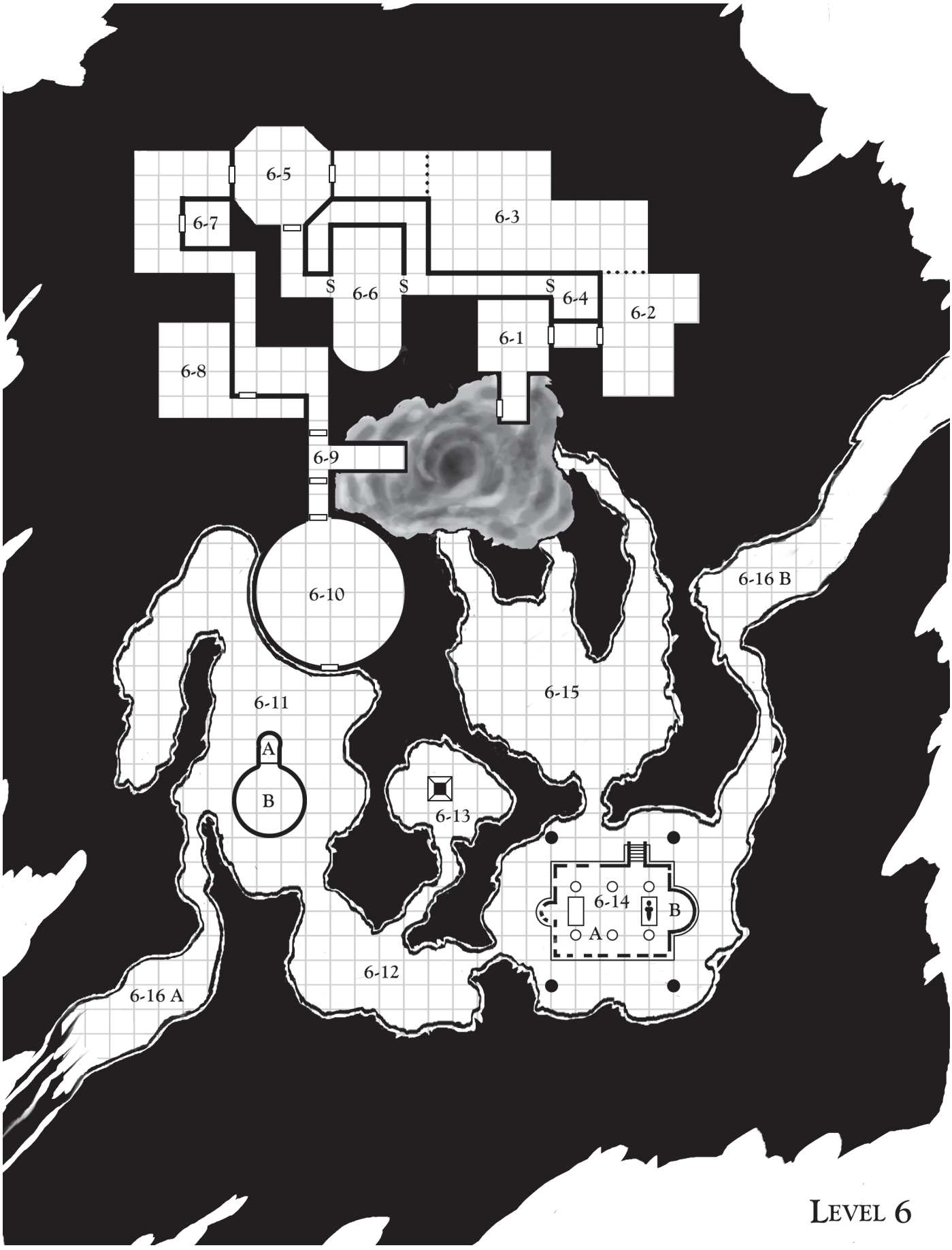
SOUTHWEST MIRROR: This mirror observes AREA 6-10.

NORTHWEST MIRROR: This mirror observes the lift at AREA 6-9.

The center of the chamber has a winch that controls the grate leading to AREA 6-3. The grate is currently open as the thune half-bloods who maintain the old dwarven security room have no problem inviting new "snacks" into the area.

> **THUNE HALF-BLOODS (4):** *HD 3d8: Hp 14; AC 18; AL CE; Saves (P); Attk: 2 claws (1d6, Bite (1d6): Special: Unnatural Aura, Attach, Blood Drain, Detect Thoughts, Telepathy, Darkvision 60 ft. Light Sensitivity. *See New Monster Appendix*

From their viewing position, they raise the portcullis if the thune hounds are defeated, and drop the portcullis behind the player characters as they approach the security room trapping the player characters between the grate and themselves.


6-5
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S
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6-8
6-9
6-10
6-16 B
6-11
6-15
A
B
6-13
6-14
B
A
6-12
6-16 A

LEVEL 6

6-6. KUYASUCSAS' COLLECTION

This room houses the blood samples collected by Kuyasucsas and is guarded by a thune highborn. The thune highborn attacks anyone entering the room, first with mind effecting gaze attacks, following up with thune spear or sword depending on the disposition of the party and the success of its mind influencing powers. Should the thune be threatened with death, it uses its passwall ability and proceeds through the southwestern wall, and continues on to AREA 6-11 where Kuyasucsas conducts his research.

Blood samples from a variety of creatures' lines the walls of the domed southern end of the chamber. The type and sort of blood may only be determined by the casting of a comprehend languages spell, as all are marked in the queer thune script. The Castle Keeper should determine the sort of monster or creature whose blood may be found in the many vials of samples at random. Some "givens" are kobold, gargoyle, troll, ogre and bugbear.

THUNE HIGHBORN: *HD 8d8; Hp 36; AC 18; AL CE; Saves (P+M); Attk: Bite (1d4); Or Thune Spear (1d4+venom), or Thune Sword (1d8+2); Special: Unnatural Aura, Mental Powers, Swim 40 ft. Darkvision 60 ft. Light Sensitivity;Eqp:Thune Battle Sword, Thune Spear, 4 doses of thune venom *See New Monster Appendix*

6-7. ABANDONED GNOME STORAGE

Behind the locked door to this room are the remnants of artifacts collected by the gnomish archaeological survey that used this level as their base of operations until the Kuyasucsas and his thune bodyguard arrived on the scene and destroyed them. Artifacts collected include stone tablets dating back to just prior to the fall of the Umeshti Empire. Other artifacts include potsherds, a platinum urn worth 500gps, a corroded silver fork (worth 20gp to a collector).

The stone tablets are so worn that only the barest images of deities waging war in the heavens can be made out and a group of chosen folk assisting certain deities in their struggle.

6-8. ABANDONED GNOME ARCHAEOLOGICAL BARRACKS

What was once a storeroom for dwarven engineers was refurbished in the recent past to serve as a barracks for a team of gnome archaeologists. Small stretched leather and steel framed camp beds lay tossed about in disarray. Several packs lie open with their contents spilled out on the floor.

The gross summary of all the contents includes 4 sets of flint and steel, 4 hammers, 4 tiny pickaxes, 4 soft brushes, 3 crystal magnifying glasses worth 50gp each and the 4th one is broken (they grant a +2 to ability checks related to tracking, and finding mechanical traps). The only other item of value is the diary of Ben Loogiedon.

DIARY OF BEN LOOGIEDON

FWEBRARIE 27, CE 1027: Traveled via kayak with expeditionaries team to the dig site of the Fabled Crater of Umeshti. OOOH BOY! Very Excitin! Got a bit snarky in the stomach due to rapids tho. Otherwise the crazy trip was a success.

MARTZ 3, CE 1027: Drug the waters around the Dwabben dome in the lil lake. Found some broken pottery dating to the time of the Umeshti destruction. Very Interesting!

MARTZ 8, CE 1027: Guizzi, Furdench, and Dwite went up one of theez amazing lifts dat them dwabbs built. Decided to explore the upper levels and see if they could find anything cool.

MARTZ 14, CE 1027: Guizzi, Furdench, and Dwite never come back from dey trip. Sent Yaggo, Spitz and Mulch to investigate an see if dey got run into trouble.

MARTZ 20, CE 1027: Now Guizzi, Furdench, Dwite, Yaggo, Spitz and Mulch all missing. Mr. Guptel decide we no more going up the chute. Only six of us left down here an lots of interesting things to find still. Think dey is a ruined tomb or temple or something over in tha east cave. Gotta try an explore dat thing soon.

ABBRULL 1, CE 1027: Strange tings gone on round here. Tinkin dis not a good place to dig no more. Mr. Guptel actin funny, think he hiding somphin but not sure whatz yet. Swear he growin a hump back or somephin. Must be that weird artifact he pulled up outta de waters or somephin. Aint been tha same since he put it in the Dwabben dome. Still no word from Guizzi, Furdench, Dwite nor none of them others as went to go lookin for em.

The account ends there with no further entries.

6-9. LIFT TO LEVEL 7: COLD STORAGE

The lift descends to the cold storage level below. Unfortunately the lift handle is missing and the lift is stuck in the locked position. A rogue or other character with the ability to manipulate traps and mechanical devices may be able to rig a suitable handle with a successful traps check (Challenge Level 15). If successful the lift works normally, though every time the temporary handle is manipulated there is a 1% cumulative chance that it breaks, plummeting the basket at top speed to the level below and dealing 4d6 points of damage to any passengers aboard the lift basket.

6-10. THE DIVE CHAMBER

This chamber was designed by the dwarves to facilitate underwater mining operations and to help them with their water problem. Four dwarven sized diving suits and four gnome sized diving suits are found here. The locked and specially sealed southern door opens into the underground reservoir.

DIVE SUITS

These suits are made of a boiled waterproof leather material and stitched with such intricacy that they may not leak. Each has a brass helmet with a thick glass porthole face plate for looking out of and is affixed with a specially braided 50 foot long cord of oiled gut sticking from the top of the helm. The cord itself is attached to the bladder of a giant cavern ox which is filled with air from a bellows. The cord is usually wrapped around a special rack that fixes to the back of the suit so that more cord can be given as slack the deeper the diver goes. Thus the bladder hangs balloon like from the head of the diver somewhere above the divers head. Exhaled breath goes through a vent in the back of the helmet to avoid having bubbles block the diver's vision. A pair of leaden boots affixes to the feet of the diver, insuring that they do not float away but reducing movement to 1/4th the normal movement rate. The suit affords a +3 to armor class. Its cord, when underwater, has an armor class of 14 and 5 hit points before it is severed and the divers suddenly find themselves without oxygen. All dexterity-based checks inside a dive suit are done at a -4.

These suits sell for 2000gps each as a curiosity but due to certain obvious problems, they seldom work more than a few times, and the knowledge of how to make new ones or maintain old ones is all but lost.

They are 45 lbs and have an encumbrance value of 4.

Currently the chamber is guarded by 4 thune half-bloods. These aberrations were likely former "archaeologists" before becoming poisoned and mutated with thune blood.

THUNE HALF-BLOODS (4): *HD 3d8: Hp 14; AC 18; AL CE; Saves (P); Attk: 2 claws (1d6, Bite (1d6): Special: Unnatural Aura, Attach, Blood Drain, Detect Thoughts, Telepathy, Darkvision 60 ft. Light Sensitivity. *SEE NEW MONSTER APPENDIX*

6-11. WEST CAVE AND OBSERVATION DOME

This cavern is filled to the level of the rest of the dungeon with swirling, quick moving water, which is fed by an underground stream. The floor of the cavern is roughly 25 feet below ground level for the rest of the dungeon level. The waters are home to luminescent fish and the occasional thune half-blood who dives down here to feast upon them.

The waters are cool if not cold, thus swimmers not protected by an endure elements spell, diving apparatus or some other means (smeared in rendered fat for example) begin to suffer from hypothermia resulting in paralysis in 1d10+3 rounds. The onset of the paralysis may be avoided with a successful constitution save (CL 3+1 per round of exposure).

Exits from the cavern to other parts of the underwater portion of the complex are located in the southeast and southwestern corners. Three small kayaks are moored outside the door, each is about large enough to be piloted by one medium creature, or two small creatures.

In the center of the cavern, just below the surface is a dwarven made dome of solid crystal.

ROADHOUSE RULE: UNDERWATER ADVENTURING

Swimming requires prior knowledge of swimming (example, desert dwellers may not have encountered vast bodies of water) and a successful strength check. The following challenge levels are meant to serve as examples but may be adjusted to reflect the unique difficulties of the Castle Keepers adventure. Swimming is impossible in armor heavier than light armor.

SWEPT AWAY: Characters failing their strength check when attempting to swim in strong or rushing waters are hurtled through the currents at a rate of 40 feet per round and must make a successful dexterity check (CL 8) to grab hold of anything (if there is anything available to grab, such as in a river, debris from a shipwreck etc.) If there is no object to grab hold of, they may attempt to make another swim check with +2 added to the challenge level in order to correct themselves and begin swimming with the current.

DROWNING: Characters may hold their breath for a number of rounds equal to their total constitution score. Once this number of rounds has expired, the character must make a successful constitution check with a (CL 0). The challenge of this constitution check increases by +1 for every round. If the constitution check is failed before the character is able to find breathable air, they begin to drown, and are reduced to -7 hit points, losing one hit point per round thereafter until they are dead.

SPELLCASTING: Any spells cast requiring a verbal component are impossible to cast while underwater unless the caster is under the effect of a water breathing spell or some form of oxygen bubble surrounds the casters head allowing them to speak and pronounce their words normally. Likewise magical items requiring a verbal spell trigger are impossible to activate while underwater.

INVISIBILITY: Invisible creatures leave a detectable bubble trail, so long as they are the sort of creature that typically breathes oxygen. Invisible amphibians and aquatic creatures still displace water, thus offer opponents actively looking for them to gain a wisdom check with a challenge level equal to the level of the spell caster. If the invisibility is granted by a magical item, the challenge level is equal to the lowest caster level required to cast the invisibility spell (CL 4).

SWIMMING	Calm Water	Moderate Waters	Strong Waters	Rushing Waters
CHALLENGE LEVEL	(CL 2)	(CL 6)	(CL 8)	(CL 10)

UNDERWATER COMBAT

Missile combat is ineffective unless specially designed underwater weapons such as those wielded by aquatic beings are used. Hurled weapons are completely ineffective underwater. This pertains to those of aquan manufacture and those crafted by land dwellers.

Melee attack rolls by non-aquatic/amphibious beings are done at a -2 to hit, and deal only half normal damage due to water resistance.

FIRE: Natural fire is extinguished by submersion in water. Fire as created by arcane magic fails unless otherwise stated in the spell description. Fire based spells cast by clerics or other divine spell casters succeed if the description of the fire is described as "divine" in nature. Thus a flamestrike spell would succeed even underwater.

ELECTRICITY: Electricity is very dangerous underwater. Lightning bolt spells send deadly electrical currents through the water in a 25-foot diameter sphere centered on and including the caster. Shocking grasp deals 1d8+1 points of damage to the caster and the target.

FREE ACTION: Creatures under the magical influence of free action spells or magic items which grant it may move at their normal movement rate when swimming and suffer no ill effects to attack or damage rolls.

A. DOME AIRLOCK

This chamber allows one person at a time to enter the crystal dome without flooding it with waters from the submerged cavern. The handle of the airlock is a wheel crank and requires a successful strength check (CL 2) to open. Once inside the airlock and the door behind it is closed, water is drained from the chamber allowing the interior door to be opened, leading to AREA 6-11 (B). Only one medium sized creature may enter the airlock at a time. Entering the airlock, waiting for it to drain and then opening the second door takes two rounds.

B. CRYSTAL OBSERVATION DOME

Accessed by the airlock, this chamber has a solid crystal domed ceiling nearly 20 feet high, affording a panoramic view of the underwater activities. Currently the dome serves as the lair of Kuyasucsas, a thune surgeon who oversees the small thune raiding party. The thune were called to the Crater of Umeshti by the accidental triggering of a symbol of the ancients uncovered amongst the archaeological items.

Kuyasucsas should be allowed a chance to spot the player characters as they approach the dome, and if it makes eye contact with any divers looking through the crystal dome, immediately attempts to use its various mind control abilities upon them, first reading their surface thoughts for their intentions. As only one figure may enter the chamber at a time Kuyasucsas simply waits for each "experiment" to enter the chamber, attempting to inject as much thune venom into its prey as possible to begin their transformation into a thune half-blood. If threatened with death, Kuyasucsas uses its plane shift ability to transport itself back to Ikylla Pa'tok Thune.

KUYASUCSAS,THUNE SURGEON: *HD 8d8; Hp 38; AC 18; AL CE; Saves (P+M); Attk: 4 syringes (1d2+venom), Command or Rebuke Aberrations, Unnatural Aura, Mental Powers, Swim 40ft. Darkvision 60ft. Light Sensitivity, Cleric Spells. Typical Spells: 0th-Detect (Law/Good), Detect Magic, Detect Poison, Endure Elements, First Aid.1st-Curse, Cure Light Wounds, Cause Fear, Sanctuary. 2nd-Darkness, Silence, Spiritual Weapon, 3rd-Dispel Magic, Prayer.; Spells (CL 5). See Monster Appendix for details.*

TREASURE: Symbol of the Ancients, Lift handle to Level 7.

SYMBOL OF THE ANCIENTS

A symbol of the ancients is a thin soapstone-like object that changes its shape, weight and dimensions depending upon what angle it is held. Possessors touching the stone for the first time must make a save vs. magic (CL 4) or permanently lose 1d4 points of wisdom and charisma as strange, maddening powers course through them. The symbol has two distinct abilities. When affixed to an edifice or object, the symbol generates a permanent protection from evil/good/law/chaos spell, affecting the confines of a single area or chamber no greater than 50x50 foot area. Alignments affected are subject to the opposition alignment of the symbols user. Thus a lawful good user could effect alignments of chaos or evil. This power imprisons outsiders. When wielded in hand, the symbol of the ancients may be used to cast dispel chaos/law/evil/good once per week, however it also attracts other planar beings such as demons to its location as they seek to wrest the symbol from the wielder and use it for their own devices. Each such use has a cumulative 1d6% chance of attracting an outsider of an opposed alignment of at least 6HD.

VALUE: 6570 EXP: 1640

6-12. CENTER CAVERN

This cavern is filled with 25 feet of water and has a 20-foot high ceiling. Passages enter the chamber from AREA 6-13, 6-14, and 6-11. Swimmers within 5 feet of the passage to AREA 6-13 must make a (CL +2) to their normal swim checks to avoid being pulled into the submerged passage leading to AREA 7-10, which is blocked, of course, by the thune maw in AREA 6-13.

6-13. PIT OF THE THUNE MAW

This small submerged chamber is home to a vicious guardian known as a thune maw. The creature devours anything that comes within 10 feet of it, lashing out with its grasping tentacles and dragging prey into its wide mouth filled with serrated teeth. The creature hangs over a water-filled shaft, which descends into the crystal tank below it in AREA 7-10.

THUNE MAW: *HD 10d8; Hp 46; AC 16; AL CE; Saves (P); Attk: 4 tentacles (1d8), Bite (2d6+4); Special: Unnatural Aura, Amphibious, Confusion, Swallow Whole, Light Sensitive. See Monster Appendix for details.*

6-14. THE SUBMERGED SEPULCHER

Twenty-five feet below the waters surface lay the foundation stones of a once fine sepulcher dating to the days of the Umeshti Empire. It is unknown whether this was the private burial site of some lordly estate or if it were a piece of the city-state itself that was cast asunder and buried under mountains of ash and molten stone. The corpses of the Umeshti lord and lady buried here were cursed during the war of the gods and each was buried alive within their own sepulcher. Now their spirits reside here restlessly as specters. If either of the sarcophagi is tampered with, the specters of the lord and lady materialize and attack.

SPECTRES (2): *HD 7d12; Hp 42; AC 15; AL LE; Saves (M); Atk: Incorporeal Touch (1d8); Special: Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural Aura*

A. CRYPT OF LADY HAPRAZHA

The lid to this sarcophagus requires a successful strength check (CL 8) to lift. Within the sarcophagus are the mummified and blasted remains of Lady Haprazha. About her brow is a +2 Diadem Of Intelligence. A Staff of Fire with 50 charges, and on her finger is a +2 Ring Of Protection.

B. CRYPT OF LORD HAPRAZHA

The lid to this sarcophagus requires a successful strength check (CL 8) to lift. Within the sarcophagus are the mummified and blasted remains of Lord Haprazha. He wears an archaic suit of +2 splint mail. In his skeletal fist is a +2 mace. He lies upon a +1 shield. A pair of boots of haste are strapped to his feet. Scattered amongst the bones of Lord Haprazha are 3500gps worth of precious jewels.

DIADEM OF INTELLIGENCE

These much sought after magical headbands are made from fine platinum with diamonds set at the tip of three pronged points. They impart keen thinking and a greater ease at solving complex problems to the wearer. A Diadem of intelligence increases the wearers intelligence by up to +6 depending on the individual item. This bonus lasts for as long as the item is worn.

VALUE: 1000 - 36,000gp* EXP: 500 per bonus

* +1(1000), +2 (4000), +3 (9000), +4 (16,000), +5 (25,000), +6 (36,000)

6-15. FALLS OF OBLIVION

This broad cavern has a strong current which drains water from the lower three caverns, sending it tumbling down the sinkhole into the black abyss beyond. Characters swimming here would be considered swimming in rushing waters and require a strength check (CL 10) to avoid being drug over the falls, and of course likely plummeting to their deaths.

6-16. EIBON RIVER TRIBUTARY

These entrances and exits to Level 6 of the Crater of Umeshti Dungeon are part of a tributary system that feed the vast Eibon River.

A. This tributary of the Eibon River pours into the flooded caverns of Level 6, fed by a melting subterranean glacier many miles upstream. A gnomish settlement, serving as home to over 100 gnomes is located about twenty miles to the west.

B. This tributary of The Eibon River eventually leads to the great river itself and passes through the evil Undercity of Ulgakur over ten miles away to the northwest. Few know of this route; however if Guizzi, Furdench, or Dwite are with the party they may inform them of this geographical data.

CRATER LEVEL 7: COLD STORAGE

STANDARD FEATURES

COLD: The Ice Cavern Levels are quite cold with an average current temperature of 29 degrees Fahrenheit, meaning that extended exposure without gloves or warm wear may result in characters suffering 1 point of temporary constitution damage per hour, unless they make a successful constitution save (CL 5). The challenge level for withstanding the cold temperatures increases by +1 for every hour of exposure. Barbarians and other characters with survival skills may attempt to mitigate this. Magic spells which resist elements also help mitigate these effects.

SLIPPERY: The floor and walls are coated with a thin layer of ice. Due to the ice the flooring is somewhat treacherous. For this reason crampons are required to move at full movement rate without distraction. Otherwise characters move at 2/3rds their normal movement rate. Due to slippery conditions melee attack rolls without some form of spiked footing take place at a -2 to hit.

7-1. LANDING

The landing overlooks the great depth of the crater below as the basket descends from area 6-9.

The ramp descends to a broad landing with a passage leading off to the west. The temperatures are very cold and characters can see their breath. The corridors appear to once have been natural stone but have been cinched, smoothed, and buttressed. A thin sheet of ice covers the walls and floor.

Under the ice a slightly rusted iron track can be seen turning north and then heading to the northeast. This track eventually leads to area 7-5.

7-2. CLOAK ROOM

This circular chamber with a 20 ft. domed ceiling has four exits with one to the south, two to the east and one to the west. This room like others on the level is covered with a fine sheen of ice. Locked cupboards line the walls. These cupboards are also frozen over with ¼ th inch of ice.

The ice may be chipped away, taking several minutes with an edged instrument like an axe blade or dagger, allowing a rogue or assassin to open the locks with a successful locks check (CL 5). Inside the cupboards are 10 sets of dwarf or gnome sized fur robes worth 100 gp each, 10 sets of fur mittens worth 10 gp each, 10 sets of crampons, and 10 sets of fur caps worth 10 gp each.

Chipping away at ice attracts 1d4 lesser ice elementals who arrive in 1d4+1 rounds.

LESSER ELEMENTAL OF ICE *(These medium neutral elementals vital statistics are HD 4d8, Hp 16, AC 16. Their primary attributes are physical. They attack with a slam for 1d6 points of damage. In the ice caves the creatures are an additional +1 to hit. Their chill touch deals an additional 1d4 points of cold damage unless a successful constitution save is made.)*

7-3. CAVERN

This once natural cavern has been carved completely smooth by dwarven hands, though icicles now run from floor to ceiling in various spots around the chamber. Three crates approximately 6ft. x 6ft. stand encased in six inches of thick ice, except for a hole melted in the top of each crate, from which a steady flow of steam escapes. A 4th crate is similar to the other three except it is 8ft. x 8 ft. An iron track under the ice leads off to area 7-5.

STASIS CRATE A. This crate appears to be made of a combination of alien wood, and metallic parts with curious hinges along all sides. There are numerous tubes and hoses and springs running into and out of the crate. The hole atop the crate is five inches in diameter, or wide enough to reach ones hand inside the crate or plumb the crate with a stick, sword, or other device. Stabbing into the hole with a weapon disengages the lock mechanism as the living object within the crate reacts violently to a sudden attack and its stasis is removed. This causes the edges of the crate to suddenly warm up, melting the ice around the crate and flooding the room with three inches of warm water in one round. On the following round the crate is ice free and begins to shake and quake violently. On the third round the crate bursts open and the creature within bursts free. The being within the crate suffers standard weapon damage.

Simply reaching into the hole with a hand causes the hand to feel somewhat numb and gives it a tingling sensation. Characters can feel something large that feels like hair and skin under.

If the ice is chipped away and the lock picked with a Challenge Level 10 locks check, the crate can be opened normally. In this event the creature within is revealed, though it awakens peacefully.

The creature inside the crate is a Yeti who once dwelt somewhere in the caverns with its family. It is believed that the creatures once served the dwarves somewhere in the caverns, or at very least had a peaceful existence with them until the first expedition of dwarves had flooded the lower caves.

If the Yeti is freed after injury it attacks the PCs.

If the Yeti is freed without injury and there is a Dwarf in the party, the Yeti attempts to communicate with the dwarf. If the PCs attack or harm it while it is recovering from its stasis, it attacks.

The yeti speaks a broken dialect of dwarf, and if engaged and befriended by a dwarf or gnome, it offers to join the party as an ally so long as the party helps it find out what happened to its relatives, and helps it get revenge on any thune creatures that they PCs encounter.

HOOM THE YETI *(This large chaotic neutral creatures vital statistics are HD 5d8, Hp 30, AC 14. Its primary attributes are physical. They are immune to cold and attack with two fists for 1d10 points of damage per blow. If a yeti strikes with a natural 20 its victim must make a constitution save or be knocked unconscious.)*

STASIS CRATE B. This crate is similar to the first crate in that it is encased in ice and has a hole in the top. The crate differs from Crate A in that it is made of some ceramic substance instead of a metallic and wooden substance of the other crates. Ramming a weapon into the crate causes the crate to open within two rounds, releasing its contents. Any weapon removed from the hole in the top of the crate is completely dissolved in 1d2 rounds unless it is magic, in which case it receives an additional +1 for any additional enchantment bonus the weapon has. An arm stuck into the hole feels a tingling sensation, followed by a wetness, followed by horrifying pain as they take 2d6 points of constitution damage, 1d6 points of dexterity damage, and the complete loss of their arm to the elbow as it is eaten off by the massive green slime colony within the container.

The container may be unlocked by chipping away the ice which takes 1d4 minutes, and unlocking the lock with a successful open locks check (CL 10). Opening the container causes the entire contents to pour out onto the floor in one round filling the chamber with 4 inches of green slime which immediately begins to eat through the other containers as well as anyone standing in the chamber.

The contents of the second crate are of course a huge colony of green slime which the Thune see as a fantastic biological weapon.

If Hoom has befriended the party he is very adamant that the PCs not open container B.

GREEN SLIME *(This large neutral plants vital statistics are HD 10d8, Hp 40, AC 10. It attacks by devouring and assimilating any metallic or biological matter it encounters. Exposed victims are allowed a dexterity save CL 10 to avoid contact). Contacted victims suffer 2d6 points of constitution damage per round until the slime is removed.)*

STASIS CRATE C. This crate is made from the same materials as crate A, though it is slightly larger being 8ft. x 8ft. It too contains a hole in the top about 5 inches across. Reaching inside the crate gives a tingling sensation followed by one of the following touch sensations.

1. Fur
2. Scales
3. Horn
4. Wool
5. Spikes (take 1d2 points of damage)
6. A bit of tube or hose

Have fun with the descriptions of items found "in the box" as the PCs may come up with all manner of ideas as to what is in the hole.

Like the other crates this crate is locked. If a weapon is jammed into the hole atop the crate, the ice shatters and the crate immediately springs open. The following round a gorgimera roused from its slumber attacks. The gorgimera suffers standard weapon damage when the weapon is inserted into the stasis crate's vent hole.

The crate may be unlocked, requiring the ice to be chipped away over the course of 1d4 minutes. The lock is a CL 10 to unlock. Once unlocked the beast within is revived in 1d2 rounds. Driven insane with thune surgery, the beast attacks.

The Gorgimera, already a mutant chimera beast, has been further enhanced with thune surgery. It has had a pair of tentacles grown from its sides and has been infused with troll blood which gives it unique regenerative properties.

MUTATED GORGIMERA *(This large chaotic evil creature's vital statistics are HD 10d8, Hp 45, AC 15. Its primary attributes are physical. It attacks with two claws for 1d4 points damage, 3 bites for 1d6, 1d8 and 2d4 points of damage, two tentacles for 1d8 points of damage + improved grab for 1d8 points of continuous damage. The gorgimera has a dragon breath weapon which is a 30 ft cone of fire dealing 5d6 points of damage unless a dexterity save is made for half, or a cloud of paralyzing gas which paralyzes enemies in a 10 ft. radius cloud for 1d6 minutes. Thune surgery causes the creature to regenerate 3 hp of damage per round. Its regeneration can only be stopped with acid).*

STASIS CRATE D. Like the previous crates this crate also appears to be a metal re-enforced wooden crate of unusual construction. It is also coated in a thick sheet of ice and also has a hole bored through the top which releases some form of steam from its top. Reaching inside the crate gives one a numb or tingling sensation. The objects within the crate appear to feel somewhat rounded like a ball, somewhat hairy, or optionally wet, squishy, and sharp or rough.

Stabbing into the crates with a weapon of any sort causes the crate to quiver, the ice around it to heat and shatter, and the floor to be flooded with an inch of water (enough to wash away any green slime). Of course stabbing into the hole as before deals the weapon(s) damage to one of the stasis preserved occupants of the crate.

Within the crate are two members of Kiria hands' adventuring party and two mutant kobolds who had served as their guardsmen until they became lost due to Thune mind tricks. The thune thought to send back specimens of Skritch's experimentation as well as some "unblemished" creatures from this plane back to their home for further investigation using the re-configured portal that the second mining expedition had constructed.

ABILIJO *(He is a neutral evil 4th level human rogue whose vital statistics are HD 4d6, Hp 13, AC 12. His primary attributes are Dexterity, Constitution, and Intelligence. His significant attribute is dexterity 16.)*

Abilijo has no possessions though if freed he offers a reward to those who offer him gear and assistance in getting back to Mantua where he assures them that his boss in the shipping and trading business Don Marthimo will reward the PCs handsomely.

KERRARD *(He is a (chaotic) neutral 3rd level fighter whose vital statistics are HD 3d10, HP 16, AC 11. His primary attributes are Strength, Dexterity, and Constitution. His significant attributes are strength 15, wisdom 6.)*

Kerrard is mentally damaged from encounters with the thune, and would attack any thune creature or kobold he meets with unrelenting ferocity, biting them, tearing at them with his nails, or bashing them with whatever found item he can bring to bear. Kerrard originally hailed from the island of state of Melia where he served as a mercenary in the ongoing struggles between the islands two kingdoms. He was once lawful neutral, and known for his honorable behavior. If his mind is healed by the PCs through the casting of a Heal spell or Lesser Restoration he serves the party unquestionably until his dying day.

Both Kerrard and Abilijo were experimented on by Kuyasucas though the surgeon stopped short of adding any unique parts to either one.

MUTANT KOBOLDS 2 *(These chaotic evil creature's vital stats are HD 3d8, HP 17, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 or 2 claws for 1d4 points of damage. Its extraordinary abilities include darkvision 60ft., scent, breath weapon and acidic blood. The breath weapon can be used four times a day and extends out 10ft. In a cone. It does 1d8 points of damage, save for half. The acidic blood destroys common weapons on contact unless a save vs. poison is made.)*

Any noise related to chipping away ice from the crates summons 2d4 lesser ice elementals who arrive in 1d6+1 rounds.

LESSER ICE ELEMENTALS: *See area 7-2.*

7-4. TELEPORTER OPERATIONS CHAMBER

This chamber contains all manner of controls that the ancient Dwarves of the 2nd expedition originally used to rapidly transport Umeshti steel recovered at great costs from the waters of the crater back to Fanderberg for smelting and manufacture. The controls were commandeered by the Thune who now use

them to teleport large creatures and alien treasures back to Ikylla Pa'tok Thune from the Crater of Umeshti.

Currently a Highborn Thune serves as the teleport operator and guard for this area in the event that the Thune feel the need to transport any live speciments to Ikylla Pa'Tok Thune.

THUNE HIGHBORN *(This medium chaotic evil creature's vital stats are HD 8d8, HP 36, AC 18. His primary attributes are physical. He attacks with a bite for 1d4 points of damage, or by thune spear for 1d4 points of damage + venom, or by a +2 thune sword for 1d8+2 points of damage. It possesses an unnatural aura, attach, blood drain, detect thoughts, telepathy, swim 50 ft. darkvision, and light sensitivity. It carries its thune sword, thune spear, 4 doses of thune venom, a ring of energy resistance (cold), and a ring of elemental command (Cold).)*

The Thune calls out to lesser ice elementals for assistance against the PCs. In 1d4 rounds 1d4 of the creatures arrive.

LESSER ICE ELEMENTALS: *See area 7-2.*

There are a series of dials, levers and buttons. The controls are covered in dwarven runes of an arcane origin. Diagrams stenciled on metal are placed above various dials and buttons. The diagrams appear to be procedural in order, as if to describe the purpose of the chamber. Discerning their meaning would require a bard to make a successful decipher script check (CL 10) in order to fully understand the operating instructions. Other characters who speak dwarven would need to make a successful intelligence check (CL 15) to come to the same conclusion.

A shattered crystal ball sits in the center of the chamber. This was once used to divine the safety of objects to be transported to locations friendly to the dwarves or within the dwarven kingdom, though this knowledge may only become available to the PCs via magical divination sources.

THE CONTROLS

These are the controls which operate the teleportation pad in area 7-5.

BASIC CONTROL DIALOGUE

These pictograms explain safety operations for use of the teleport disk in area 7-4.

PICTOGRAM 1: Above these controls is an image of a dwarf placing a cart loaded with crates similar to the ones found in area 7-3 onto the disk in the center of a room.

PICTOGRAM 2: An image showing the cart and its crates surrounded by wavy lines.

PICTOGRAM 3: The crate is gone. The dwarf appears to be happy.

PICTOGRAM 4: Three dwarves stand where the crate and wavy lines once stood.

PICTOGRAM 5: Three dwarves are skeletons, with wavy lines over them.

PICTOGRAM 6: A dwarf is shown entering a crate, another dwarf is either opening or closing the crate with the dwarf inside.

PICTOGRAM 7: The dwarf is shown exiting the crate. Another dwarf appears happy to see him.

DESTINATIONS

A series of buttons have location destinations written upon them. These destinations are listed as follows. Each destination has three jewels next to it in the following order. Emerald, Amber, Ruby.

FANDERBURG FOUNDRY: The jewels are missing and the sockets appear to be charred.

TEMPLE OF KRANNOGH: The jewels next to the button are lit in the following order. Emerald is missing, amber glows faintly, ruby blinks faintly.

DIVE CHAMBER: Three gemstones glow faintly with the red button currently glowing the brightest.

They are ordered Emerald, Amber, and Ruby. If the ruby button is depressed it turns off and the amber button begins to blink. The emerald gem blinks for 90 seconds until it begins to glow a solid amber. Depressing the button when it is a solid amber turns it off and turns on the green button. If it is depressed while it is still blinking nothing happens. If the ruby button id depressed while the amber button is glowing it turns off the amber button and the ruby button begins to glow again. When the green button is depressed any stasis crates placed in area 7-5 atop the teleportation pad are teleported into area 6-10. Any living objects in area 7-5 not protected by a stasis container are disintegrated. See area 7-5 for details.

Prying the gemstones free from the control panel triggers the equivalent effects of a 10d6 lightning bolt trap and destroys the panel. Due to the curved nature of the chamber all beings within area 7-4 must make a dexterity save (CL 10). Characters making a successful save take half damage. A rogue could disarm the panel with a successful traps check (CL 20).

AMYAN JYMOON: The gemstones remain, and are lit as the ones marked upper dome with the Ruby button currently glowing the brightest. The operations of the control work exactly as described for the "Dive Chamber" with the following unforeseen results. There is a 50% chance that the crates are teleported to the gates of Amyan Jymoon in this time period. There is however a 50% chance that the teleportation will become lost, as the inhabitants of Amyan Jymoon and the players find themselves on the outskirts of a primitive elf settlement in some primeval Paleolithic epoch ruled by dragons and evolved lizard folk. If the Castle Keeper is ready to freestyle such a campaign they may have at it. Otherwise they may rule that the control panel is simply broken.

Attempting to remove or steal the buttons has the same results as described in the "Dive Chamber" description.

UNMARKED DESTINATION: This destination is unmarked, or rather is drawn in a non-dwarven rune that is unrecognizable unless Comprehend Language is cast… to which the sigil translates simply as "Home". Using the Decipher Script ability of a bard does not work in this instance unless the bard has had lengthy interaction with the Thune or the insane markings of the followers of Soagoth.

Depressing the buttons as detailed for the "Dive Chamber" teleports objects within a stasis crate to the sunless city of Ikylla Pa'tok Thune, an extra dimensional realm filled with alien architecture, and a vast assortment of thune creatures enslaved by Highborn Thunes, Thune Surgeons and other beings of incalculable evil! Here the characters are likely to be captured and sacrificed directly to the mad god Soagoth. Depending on the Castle Keeper's preparation this destination may be considered a "Campaign Finisher".

7-5. TELEPORT PAD

This was the teleport pad which the dwarves developed based on ancient magic they uncovered deeper inside the crater. A 10 ft. diameter depression sits in the center of this round, domed chamber. Unlike the rest of level 7, the platform is warm to the touch and is not covered by any ice.

The teleport pad is used in conjunction with the control room in 7-4. Stasis crates are placed upon the pad and the destination is triggered in the teleport control chamber.

If the teleporter is triggered while living beings are in the chamber they must make a save vs. disintegration (CL 16) or be destroyed. Those who succeed in their save still suffer 5d6 points of damage due to molecular rearrangement.

7-6. SECRET DOOR

A secret door can be seen here that leads further into the icy chambers beyond. The secret door requires a CL 10 to discover by individuals who are actively seeking, though elves get a free roll as they pass by.

7-7. ICY BRIDGE

This bridge is five ft. wide with a 10 ft. platform in the center which stands within 10 ft. of the lift platforms in area 7-1 and 7-12.

The bridge is covered with a fine crust of ice and a strong icy breeze blows from the sinkhole below. Characters must make a dexterity save (Cl 10) for every 10 ft. they travel across the bridge. Failing the first attempt results in a fall which precipitates a second save (CL 15) to avoid slipping off the bridge and falling over 500 ft. to the surface of the dome below and taking a terminal falling damage of 88d6 points of damage, unless protected by some form of magic (I.E. feather fall.) Characters wearing crampons or having some other means of effortless travel across the bridge need not take a reflex save.

7-8. GEOLOGISTS CHAMBER

This chamber is piled with various rocks of different types and sorts mined from different locations within the crater mining system. This chamber also contains two standard sized stasis crates and a single working hand cart which would be capable of hauling one ton of material from this chamber to the teleport pad in area 7-5.

Hidden among the piles of metal is a white pudding which is indistinguishable from the slippery ice of the floor.

> **WHITE PUDDING** *(This large neutral creatures vital statistics are HD 10d10, HP 65, AC 3. Its primary attributes are physical. It attacks with a slam attack dealing 3d6 points of acid damage. Its special qualities are split, acid, constrict, and immunity to cold and electricity.)*

A careful examination of the ore piles could uncover up to 10 lbs. of ore suitable for smelting into Umeshti steel, though doing so requires 2000 lb. of stone and up to 1 hour per 100 lbs. in order to divest the ore pieces from the rock.

Working the raw ore of the umeshti steel has a hidden side effect never mentioned in any of the ancient texts. There is a 5% chance per process of working the steel that a being from the elemental plane of earth may be summoned. The castle keeper is free to determine which sort of creature (xorn, earth elemental, ect.) may be summoned should player characters try their hand at crafting items from the elusive metal!

A careful search of the chamber requiring a successful wisdom check (CL 15) finds a skeletal dwarven foot protruding from underneath a large pile of stone. The stone may be lifted free in about fifteen minutes, where the characters find the crushed remains of a dwarven wizard. Most of his gear is destroyed, though the following items are salvageable. 1 scroll of transmute rock to mud, 1scroll of transmute mud to rock, 1 scroll of fireball, 1 scroll of permanency, and a wand of charm monster with 3 charges. There is no sign of how the stone managed to fall and crush the dwarf or what may have caused the incident which cost him his life. The body appears to be at least several hundred years old.

7-9. REMORHAZ PIT

The entrance to area 7-9 is locked with a reinforced disk shaped stone portal two ft. thick. The door has a complex dwarven lock system on it though a rogue or assassin may find a way to circumvent the door lock with a successful locks check (CL 12). It may be otherwise overcome b magical means.

The door opens to reveal a dome shaped chamber 80 ft. in diameter with thick ice growing along its walls towards the zenith of the ceiling. A ladder leads down 20 ft. to the floor below. The floor as it is appears to be a solid sheet of extremely clear ice ten ft. thick. Walking across the smooth sheet of ice is difficult without crampons or some other means of movement.

Thick ice clings to the north and south walls of the chamber. The thick ice shelf rices to a length a height of 30 ft. A second

ladder is in the northeast corner side of the dome and leads to a similar stone door.

Hidden within the ice shelves along the sides of the wall are a pair of hibernating remorhaz. One slumbers within the north shelf, and a second in the south shelf.

The remorhaz awaken in 1d4 rounds, melting through the ice shelves as they attack the PCs.

REMORHAZ (*These large neutral creatures vital statistics are HD 7d10, Hp 40, AC 20. Their primary attributes are physical. They attack with a bite for 5d6 points of damage. Their special abilities include heat, swallow whole, SR 5, dark-vision, and twilight vision.)*

As the Remorhaz heat up the ice on the floor begins to melt and the chamber is also filled with water from the partial melt of the original shelf. For each round that the battle commences the1 ft. of water fills the chamber, and 1 ft. of ice is removed from the covering of area 7-10.

After the battle, the characters can see through the clear water to the some form of pit or water filled cavern below the remaining ice.

Hidden in the melt of the ice shelf are the following items 12000 silver pieces 15,000 copper pieces, 2500 gold pieces, and 10 platinum pieces. There are 4 rubies worth 200 gp each, a 1000 gp diamond, and an emerald worth 500 gp. They have also collected a +2 umeshti steel halberd, a scroll of raise dead, a scroll of resist elements, a +2 small steel shield, a suit of +1 chainmail, and a wand of lightning bolt with 10 charges.

The doorway to the northeast is as difficult to open as the previous door and requires a (CL 12) locks check to open.

7-10 THE DRAIN POOL

The drain pool is 30 ft. deep and 20 ft. wide. Currently the drain pool is covered with 10 ft. of ice crystal clear ice. The water below can be seen to form a whirlpool of sorts fed from some unknown source. Once the ice is melted away a whirlpool begins to drain all excess water from Area 7-9, pulling it through a 5 ft. wide drain hole in the center of the chamber. The votex is actually a water elemental, whose sole duty is to insure that the water in the above chamber is maintained to the proper level. His binding was a stop gap procedure placed here by the dwarves to mitigate their flooding problems in the various lower chambers of the mines.

The water elemental works in conjunction with the hole and pressure to create a continuous vortex forcing entities into the flooded chambers below.

WATER ELEMENTAL *(This large neutral elemental's vital statistics are HD 10d8, Hp 42, AC 19. Its primary attributes are physical. It attacks with a slam for 4d6 points of damage. The natural whirlpool forces a -4 to victim's strength and dexterity saves vs. its vortex power.)*

DOWN THE DRAIN

The drain at the bottom of the drain pool is 5 ft. wide, and requires a CL 4 swim check to avoid being squirted down the drain. The elemental uses its vortex power to shove all water in area 7-9 down the drain, increasing the CL to a CL 14 as indicated in the above description of the elemental. While so doing the elemental inflicts 4d6 points of damage to the victim. Victims flushed down the drain find themselves in a deeper flooded section of the Crater of Umeshti Mines and ice caverns. Those who are not magically protected from drowning likely die.

7-11. TRAPPED LANDING

This landing stands atop a steep ramp leading down to area 7-12. The ramp descends approximately 50 ft. at a 35 degree angle. A hidden pressure plate on the floor releases a spring loaded wall behind which slams into anyone standing at 7-11 and shoves them down the ramp.

A rogue or assassin may notice the trap with a successful traps check (CL 5) The trap is disarmed with a simple hidden switch, requiring no further examination to disarm.

Failure to disarm the trap causes the wall to slam forward dealing 4d6 points of damage to all characters standing at area 7-11, with a dexterity save (CL 5) for half damage. Those who succeed in their save remain safely at area 7-11. Those who fail are shoved down the ramp where they tumble into area 7-12 taking an additional 4d6 points of damage.

The ramp is very icy and is difficult to climb requiring a CL 10 dexterity or strength check to manage the climb safely. Failure results in a fall back to area 7-12 for an additional 1d6 points of damage per 20 ft. climbed.

7-12. LIFT BASKET

This area is guarded by a large ice elemental.

LESSER ELEMENTAL OF ICE *(This large neutral elementals vital statistics are HD 8d8, Hp 27, AC 16. Their primary attributes are physical. It attack with a slam for 2d6 points of damage. In the ice caves the creature gains an additional +1 to hit. Their chill touch deals an additional 1d4 points of cold damage unless a successful constitution save is made.)*

The operation of the lift basket and its status as operational or not operational depends on the desire of the Castle Keeper to expand his adventures within the Crater of Umeshti and the Deeper Darkness. Likely possibilities for lairs below include a stone giant lair, and caverns occupied by a tribe of yetis as well as daring bands of exploring gnomes, and other denizens of the Darkness.



PRELUDE

The travelers came to a halt as the burly blond fellow in bearskins and steel stepped forth from the low trees along the side of the road with the hocks of a great wild boar thrown across his broad shoulders, six foot shaft of a long bladed spear held easily in his right fist. The hunter surveyed the road and then the travelers as a flash of recognition lit across his wild eyes.

With a roar he exclaimed! "My friends! It's been so long since last I seen ye? Any luck down in the Crater? Pouches filled with jewels aye? Well I hope ye spent a bit of it down at the Dirty Bowbe's before taking the trail south. Say ye are going south ain't ye?"

One of the travelers cleared his throat as if to speak, but was immediately cut short as the exuberant hunter cut him off before he could get a word in edgewise.

"So your going down to Dro Mandras Aye? A war going on down there friends and any fellow as goes to the city is sure to be drafted into the struggle no matter what. Hell, even I got a badge!" The fellow paused, leaning on his long bladed spear and reached under the lion-skin mantlet he wore over his steel breastplate and withdrew some form of badge, showing it off to the travelers.

"This says I'm some sort of militia captain or whatever. No matter to me, all it really means is I can kill fer the Duke if I wish, and pay out his bounties on any of tha vagrants in the area. Of course though there seemed to be a lot more of me catching and collecting and less o' me paying out before you lot showed up."

"Of course, it's more likely than not the war will be swinging this way again and I don't see leaving these lovely barmaids all alone and defenseless like against war-trolls and bands of flea bitten hyena-heads. Either way I hear the Duke's army will be swinging up through these parts to take the ford into the East. By the Bowbe's cruel blade and with a bit of luck, perhaps some folks may yet manage to uproot those stinking green-skins from tha other half o' Dro Mandras so as tha Duke can do that. Maybe.

"Either way, ye get down those parts, you make sure and tell that old Bowbe Azrael as I said hello an ask him why he thinks he's too good to make it on up to Dirty's."

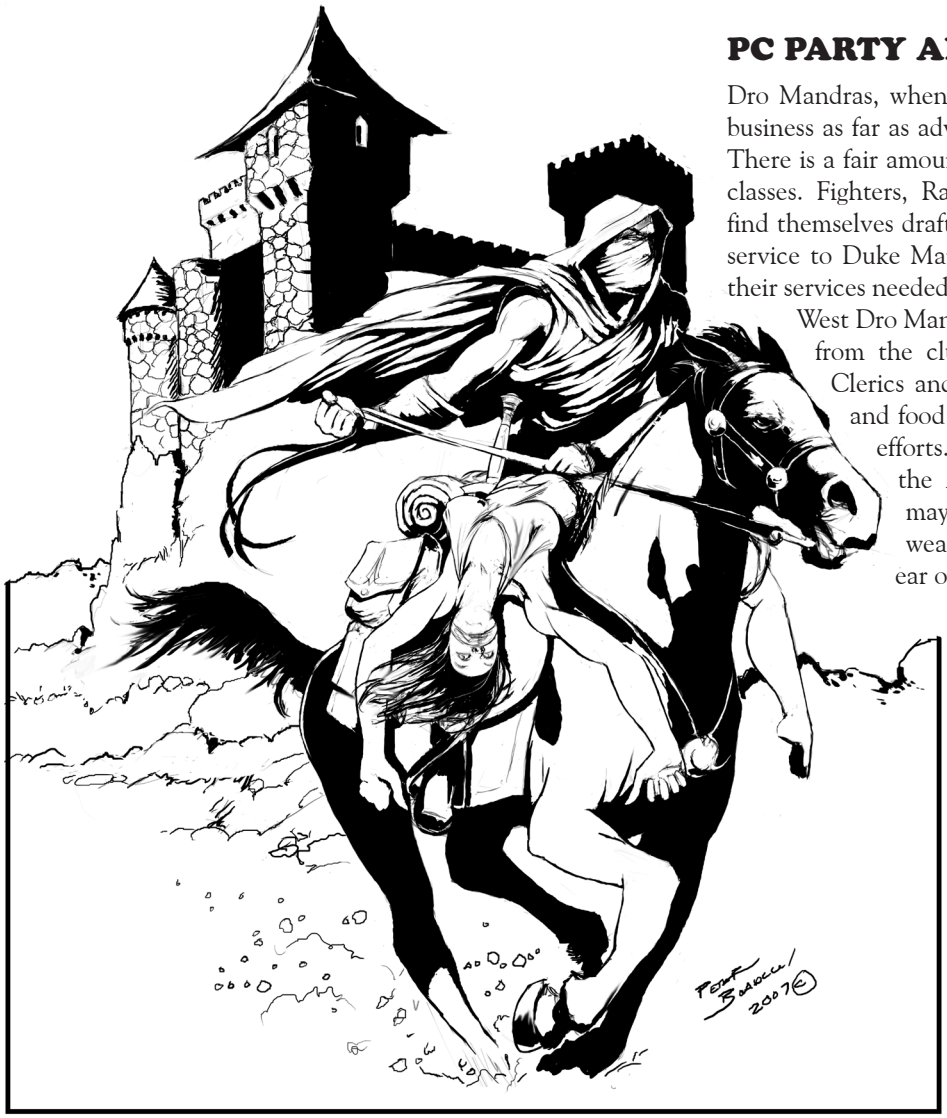
With that the fellow turned back into the brush and timber and vanished. The travelers spurred themselves ahead a short distance without talking. As they reached a bluff that afforded a view of the south, their breath was caught in their throats at the sight of the wide expanse of Lake Veyona. There too on the horizon, they could see smoke off to the Southeast, and the dark ruts in the ground of the enemy entrenchment along the shattered eastern walls of a once fair city.

INTRODUCTION

Like its predecessor the Haunted Highlands, Dro Mandras is not listed under a level of difficulty for its use in the Castle Keeper's ongoing adventure campaigns. The areas of adventure detailed within this tome are fluid rather than static. Bad guys move around and change events as surely as heroes and their allies do. Lairs and hideouts of thugs, ruffians and monsters may change locations just as players root out one source of evil, another must certainly pop up to replace it as a threat. Instead the areas and locations detailed in this product are detailed under a "suggested" level of play and the Castle Keeper may adjust that level of difficulty to best fit their campaign and style of play.

SUMMARY

Dro Mandras details numerous areas of adventure as well as the "free" sections of the town of Dro Mandras itself. The areas of adventure are designed to be small enough to fill out a single evening of enjoyable fantasy adventure role play, but large enough that they may be developed by the Castle Keeper into whichever setting or situation best fits their campaign.



Adventure information such as the actual die number needed to overcome specific challenges is provided to help guide Castle Keepers new to the Castles and Crusades ™ Fantasy Role Playing Game with a basic understanding of this rules light game and importantly, save them time in referencing such information on the fly while conducting their game session.

A brief history of Dro Mandras and its important to the Duchy of Karbosk is included as well so that the Castle Keeper may use this information to determine how best to include the events unfolding in the town into their campaign.

The next section of Dro Mandras includes a good variety of interesting NPCs for the players to meet and role play with. These Non-Player Characters may have jobs, information, or ulterior motives designed to snare the players into countless adventures. This section titled "Dramatis Personae" is included directly after the history section at the front of the book for easy reference.

The final section offers several story seeds and potential events which may unfold in your campaign, potentially allowing the PCs to assist in freeing the Fallen East from the hordes of Yorgach.

PC PARTY AND COMPOSITION

Dro Mandras, when used as a town setting is fairly open for business as far as adventuring party composition is concerned. There is a fair amount to do and see for most player character classes. Fighters, Rangers, Paladins and their ilk may easily find themselves drafted into roles as guards, or shock forces in service to Duke Mandras Karbosk V. Wizards too would find their services needed by the Duke and his forces as they explore West Dro Mandras and form strategies to rescue the East from the clutches of Yorgach the Ravager's armies. Clerics and druids may be called to duty as healers and food providers, and handsomely paid for these efforts. Likewise rogues may find a place amongst the Azrael Lashet's Back Alley Gang. Bards may find an audience amongst the town's war weary civilian population, or possibly gain the ear of the Duke himself.

CHAPTER 1: HISTORY OF DRO MANDRAS

Dro Mandras serves as the capitol of the Duchy of Karbosk and is its largest and most populated trade center and is the only regional settlement that could qualify as true civilization by any standard. The majority of the rest of the Karboskian marches comprise small farming villages, hunting lodges, roadhouses, baronetcies, mining camps, and the occasional demi-human settlement such as the Halfling village of Gilby Hall. To its north lie the holdings of the Ugashtan tribesmen and

the druidic circle of the Green Man. For more information on the Ugashtan Highlands and the Circle of the Green Man see DB 1: The Haunted Highlands by Troll Lord Games.

The city was originally founded 500 years ago by Duke Mandras Karbosk I, son of the famed general Leonid Karbosk, Dro Mandras sits on the banks of the Mandras River where that waterway feeds onto Lake Vayona. Initially built after the completion of Castle Mandras, the city quickly grew from a small trading village and naval outpost to a small city of important strategic significance to the Rodensian throne that stretched both banks of the Mandras River.

As the blood of King Pieter's Rodensian line grew thin from debauchery, inbreeding, and civil war, the Duchy of Karbosk remained strong. Dro Mandras attracted refugees and learned men seeking to escape the chaos of the Rodensia's implosion. Its dukes and duchesses made fortunes providing weapons and securing barbarian mercenaries for the various warring factions. They quietly weakened the southern principalities while securing influential marriages for themselves from the best stock the south had to offer.

This is not to say that the Dukes and Duchesses of Karbosk did not have their own worries. Hordes of humanoids were tamed, farmland was carved from the black earth, winters were weathered and treaties were made with druids and barbarians from the hinterlands.

More Recently

Dro Mandras, like small city has had its share of hardships and urban problems. Wealthy merchants purchase trade franchises from the duke, and many operate in near noble status. These merchant barons continually vie for royal favor and charter. Where there is money, there are thieves. The Back Alley Gang, is no exception. Their tactics and discipline keep them from being rooted out by Sheriff Arn Porski and his agents by simple fact that they target foreign merchants. Travelers, adventurers, and those who have lost political favor with the Duke are all fair game. The latter is a fact known only to the Duke and Azrael, master of the Back Alley Gang, who makes certain to donate a portion of his ill gotten gains into the Duke's war coffers.

Pirates partially funded by the princes of Rodensia attack any ship not bearing the flag of their favored prince. The location of their hidden base in the Grey Oak Isles would be of great interest to the Duke. Similarly, spies and agents of the weakling princes of the south are known to send assassins to murder merchants and make occasional attempts on the life of the Duke himself.

This political climate has brought Mandras Karbosk V to the ultimate conclusion that he alone should claim kingship of old Rodensia and re-unify the empire once and for all.

With the alliance of the wizards of the Tower of Nesturon, Ugashtan tribesman and the coin of several powerful merchants, Mandras Karbosk V set forth to conquer the four weakling princes of Rodensia and unify the old kingdom under his own banner.

Battle plans were drawn and the war drum was beat. Unfortunately the Duke and his allies had no way of knowing what evil lay slumbering to the east. Yorgach had begun his quest for the century of skulls and the fortress of Yorgach's fist emptied of its howling swarms. It was just as the Duke's armies arrayed themselves upon the rolling plains of Rodensia, that arcane messengers called for them to swiftly return home.

Making a fighting withdrawal from the plain of battle, the Karboskian forces returned to Dro Mandras to find that the eastern half of their capitol had been sacked and much of the eastern Duchy had fallen into the hands of hard bitten orcs and other opportunistic humanoid foes that had come down from the mountains ringing the eastern provinces.

Manning the defenses, the Duke managed to halt the orc king's advance. Turning the lions share of Yorgach's hordes northwards in an effort to encircle the the city. Yorgach left four commanders in the Eastern City to maintain the siege as he turned the bulk of his cruel army again towards the river ford near Bortenski.

Noting their movements, Duke Mandras too has turned northwards, with both armies racing along the banks of the river in an attempt to be the first to take the fords and insure victory in this bloodthirsty campaign of attrition.

Without their ruthless leader to guide them, Yorgach's forces have made camp within the crumbled walls of East Dro Mandras, pillaging any valuables they can lay hand or claw upon. In his absence, his officers have divided upon old clan and tribal lines. They have carved their holdings into separate enclaves ruled by the toughest and most brutal of their sub chieftains and masters. Knowing Yorgach's fury, these distrustful warlords maintain a neutered siege of the heavily defended east central district. These Karboskian holdouts are fed by the mana provided them by the temples still standing. The survivors have sworn to hold fast until the siege is lifted or all among their walls have bled their last drop of blood.

Now Dro Mandras as it stands, is half in the hands of a ravenous humanoid enemy, and half in the hands of the Duke's Armies. To the south, the weakling princes have declared victory against the upstart Duke and even now board transport ships to give chase to their foe. Dro Mandras, besieged on all sides sends out a call for heroes to defend it in its hour of direst need.

Dro Mandras: Rumors

When asking about certain events and situations in the environs of Dro Mandras, have the PCs make a charisma check, adding any modifiers that the CK feels necessary to apply (such as good role play, substantial bribes). Compare the straight charisma check to the rumors table modifying it as suits the question.

An example of charisma check modifiers is listed here.

MODIFIER	
Bard +2	Gnome -1*
Barbarian -1	Human +1
Dwarf -1*	Halfling +1
Elf/Half Elves -1**	Half-orc -3***

* In the Duchy of Karbosk, there is a certain quality of distrust towards most unknown dwarves, due to the half-century long closing of Fanderburgh to the outside world. Gnomes are simply rare due to their preference for subterranean explorations vs. surface travel.

** Pure elves are rarely seen, and are considered alien and potentially dangerous to humans who have not lived long enough to actually encounter one. Their fey heritage and airy nature puts many humans on edge.

*** Animosity towards half-orcs has flourished since the invasion, and in no small part to the extermination policies implemented by Sheriff Arn Porski prior to the Duke's return.

ROLL 1D12 FOR RUMORS. Checks of 1-4 fall under the untrue category. Checks of 5-8 are partially true, and checks of 8-12 may be considered most truthful.

1. Yorgach the Orc King is 10 ft. tall and invulnerable! (False, He's 6 ft. tall and arrow proof).
2. The humanoid armies are in league with the Duke's enemies in Rodensia. (Not Yet)
3. Grundic is a fair trader and would never inflate prices to good heroes such as yourselves! (True)
4. Veyona's Draught is the cleanest inn in town! (False, but it is one of the only places in town with rooms to rent!)
5. Lady Karbosk single handedly held the bridge vs. Yorgach's Horde!

   (False but it makes a good legend).
6. Ixium is in his tower preparing a mighty spell to lift the siege. (Sort of)
7. Dirty half-orcs have sided with the invaders. (Some have)
8. Rodensian spies are everywhere! (True)
9. Sheriff Arn Porski offers coin for the heads of invaders and bandits alike. (True)
10. Wagonloads of heads have been hauled east towards Yorgach's Stronghold. (True)
11. Yorgach has left behind five generals to maintain the siege while he seeks healing. (True)
12. A mysterious half elf named Galian leads the defenses of the East Central Keep against the long siege. (True)

CHAPTER II: DRAMATIS PERSONAE

DUKE MANDRAS KARBOSK V: Duke Mandras is a solid and kingly figure, known for his brilliant tactics and keen mind. A man in his mid fourties, Duke Mandras has long followed his families proud heritage and its interest in quelling the foolish principalities to the south, returning them once again to their former glory in a new Rodensian Empire. A fair man, Mandras is also a calculating politician who seeks always to turn any political or military disadvantage to his favor.

The rise of Yorgach and the invasion of the orcish and hobgoblin forces was something unforeseen to the Duke who now feels the cold chill of betrayal clawing its way down his rod iron spine. That priests, oracles and wizards of his staff had not foreseen this event troubles the Duke greatly. It is for this reason and for the bolstering of his ranks against the squatters on his eastern shores that the Duke secretly seeks out brave and cunning adventurers to replace the numerous sycophants who have recently failed him in his bid to unify Rodensia and declare himself king of a new Rodensian Empire.

The duke has steel grey hair, a square jaw and an aqualine nose denoting the lineage of the noble bloodline of Rodensia. He is well built with strong shoulders and scarred hands which prove his mettle as a veteran of many battles.

DUKE MANDRAS KARBOSK V *(He is a 10th level Lawful Neutral (Good) human, knight, whose vital stats are HP 77, AC 22. His primary attributes are charisma, intelligence, and strength. His significant attributes are strength 17 and charisma 16. He wears +2 full plate armor, and bears a large +2 steel shield. He carries a +2 longsword in battle. He rides a heavy warhorse, and is never without less than 500gp in gemstones, jewelry and various coin.)*

PC CONNECTIONS: Any great heroics on the part of the PCs may eventually bring them to the attention of Duke Mandras Karbosk V. They cannot simply approach the Duke or as strangers in a strange land "set up an audience" without first proving their valor by some act or deed on behalf of his Duchy. PCs may gain such notoriety by bringing in bounties (such as villians detailed in DB 1: The Haunted Highlands) or through successfully infiltrating and assaulting the lairs of entrenched foes in East Dro Mandras. The rewards granted by the Duke or his associates are detailed along with keyed encounter descriptions within the text.

DUCHESS VULSIA ILIAN KARBOSK: The Duchess is a brave and shrewd woman in her late twenties and born to one of the more influential principalities of the former Rodensian empire. The Duchess has seen her share of battle, being herself won from the Duke's arch rival Prince BermiIlian. As a noble she was trained in the study of heraldry and the use of hand weapons. This martial training was much as a propagandist ploy on the part of her uncle as a necessary way of life in the ruins of the old kingdom or Rodensia.

Recently the Duchess oversaw the rapid evacuation of East Dro

Mandras, with the hounds of Yorgach almost nipping at their heels. She maintained a seven day vigil at the Honor Bridge which crosses the Mandras river, repelling assault after assault by Yorgach and his minions before her husbands return. Yorgach has sworn to eat her liver in front of her children before his conquest of the settled lands is complete.

The Duchess herself understands that hers is a marriage of convenience and has little of what one would consider love for her husband, acknowledging his affairs so long as the shame of them does not fall to the ears of their two young children. For her part she bore the Duke a son, and for that understands that her destiny is thus entwined with his better or worse.

As a youth she was once linked to a famed half-elven troubadour who fled her homeland on threat of death.

Her most trusted confidants are Sir Lannard Roskenbled, the Herald of Karbosk and Lord Dietchom, the man who has been her private bodyguard since her teens.

DUCHESS VULSIA ILLIAN *(She is a lawful good, human, 4th level knight whose vital stats are HP 24, AC 20. Her primary attributes are strength, wisdom, and charisma. Her significant stat is charisma 17. When armed for battle she wears a tailor made +1 suit of full plate, carries a +1 shield and a +1 longsword. Otherwise she is protected by a ring of protection +2 and +2 bracers of armor. 2 potions of cure light wounds and a potion of invisibility. Most of her equipment was made specifically for her, or was inherited.)*

PC CONNECTIONS: Any audience or association with the duchess is first negotiated by her handmaiden, Lady Ulda. Should the PCs prove their mettle through some goodly deeds the duchess may request that they make contact with Galian and offer him any aid that he may need within the Besieged East Central district. Galian was a mentor to the Duchess in her youth who recently appeared from the south, un-aged and charming as always.

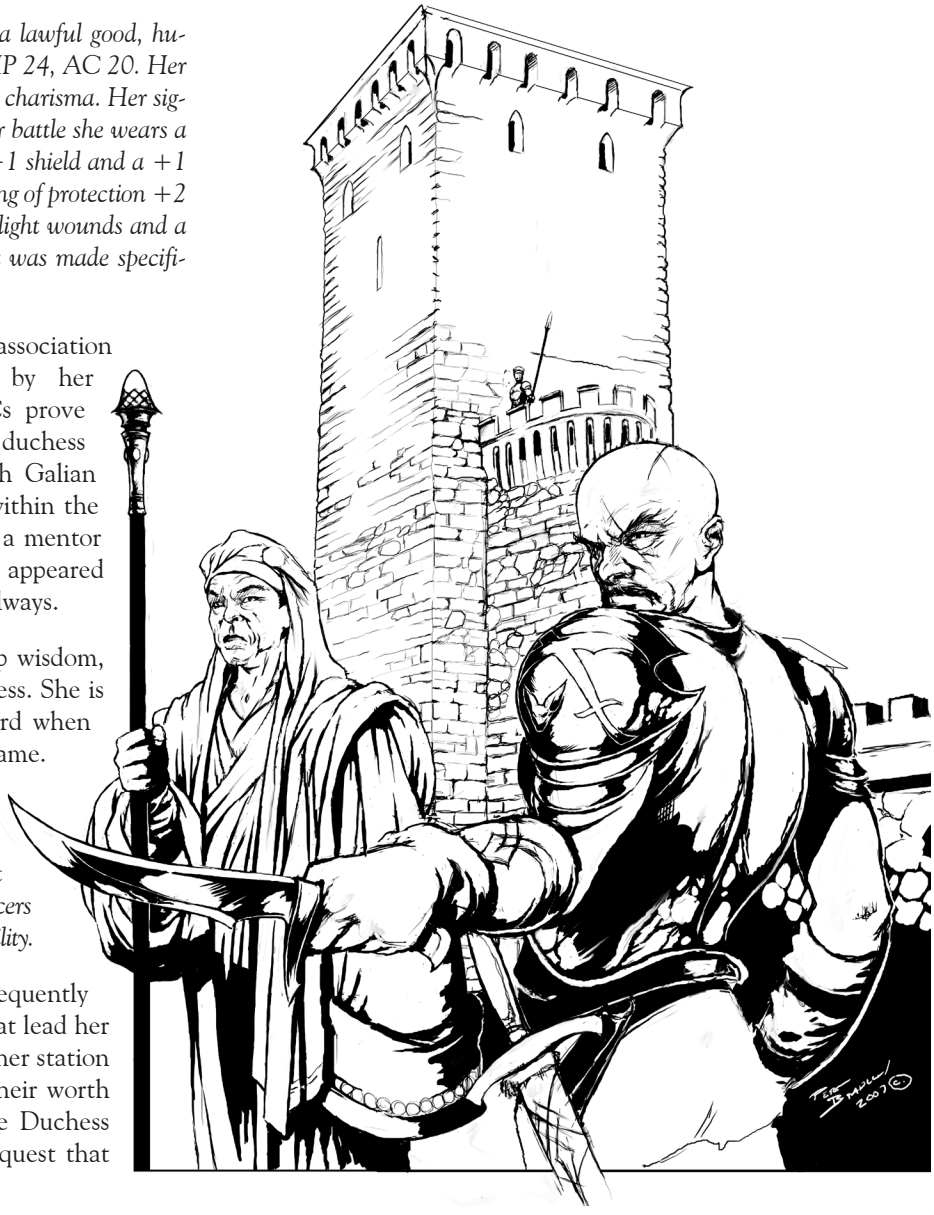
LADY ULDA: A Halfling beauty of deep wisdom, Lady Ulda is the handmaiden of the Duchess. She is often found in the company of Sir Lannard when sent on private missions in the Duchess's name.

LADY ULDA *(She is a neutral good, Halfling, 4th level rogue. Her primary attributes are dexterity and wisdom. Her significant attribute is dexterity 16. She possesses +2 bracers of armor, a +1 dagger and 2 potions of invisibility.*

PC CONNECTIONS: Lady Ulda is frequently sent on private missions by the Duchess that lead her into areas where the Duchess by nature of her station is unable to visit. Should the PCs prove their worth fighting against the forces of Yorgach, the Duchess may send Lady Ulda or Sir Lannard to request that they find a way to offer aid to Galian.

SIR LANNARD ROSKENBLED: Born of lesser nobility in a central Rodensian principality, Sir Roskenbled is a herald with vast knowledge of the color and silks of every major and minor prince, baron and knight in the lands. A confidant and advisor to the Duchess, he considers the young woman to be like a daughter to him and has been assigned to instruct and guide her from the time she was very young. He now spends a portion of his time instructing and teaching the Duke's children in the ways of nobility and courtly behavior.

Lannard is a sometime spy as well gathering the loose threads of court gossip and tying them together in his daily briefs to the Duchess. When not teaching the Ducal children or advising the Duchess, Lannard is known to frequent the Helms.



SIR LANNARD ROSKENBLED *(He is a neutral good, human 5th level bard whose vital statistics are HP 21, AC 17. His primary attributes are dexterity, charisma, and intelligence. His significant attributes are intelligence 14, charisma 16, dexterity 16. Sir Lannard carries a +1 chainshirt, and a +1 longsword.)*

PC CONNECTIONS: Where the Duke, Duchess, their children, or Lady Ulda is found, Sir Lannard is never far. Sir Lannard once apprenticed with Galian in Gishur Rhudenz in the south where Galian instructed him on the ways of being a teacher and mentor.

LORD HANNER DIETCHOM: A brusk military man, Lord Dietchom has served as the private bodyguard of the Duchess since she was a young woman and is never out of earshot from her, except for evenings that she spends in the company of the Duke himself. Lord Dietchom dislikes the Duke but keeps his true opinions to himself as is his station. Dietchom is willing to lay down his own life in the duchess's defense. Loyalty like this is not bought but ingrained. On his few evenings off, Dietchom can be found having a quit dinner and drink in the Watchman's Inn.

LORD HANNER DIETCHOM *(He is a neutral good, human 6th level fighter whose vital stats are HP 42, AC 18 primary attributes are strength, constitution and wisdom. His significant attributes are Str 17, Con 16. He wears full plate armor and boots of haste, and bears a +1 two handed sword.)*

PC CONNECTIONS: Lord Hanner is only off duty during evenings that the Duchess spends with the Duke and her children. Otherwise his eyes are never far from her countenance.

IXIUM: Ixium is the Court Wizard for the Duke of Karbosk. Ixium's tower is located in the southeast quadrant of Dro Mandras. The tower remains unscarred by the orcish invasion due to the fear orcs have of mages, a fear so strong even Yorgach could not muster enough fear in his forces to press their assault.

Ixium is currently in disfavor with the Duke for guaranteeing the safety of the Duchy during their recent foray into Rodensia. Somehow Ixium's potent scrying powers were unable to detect the growth of the Orc Kings power nor estimate the sheer intelligence that he seemed to possess.

Despite this disfavor, his sorcery is strong. Ixium was a former apprentice to Nesturon himself, and an honored graduate of the Nesturon's Tower of the Magi. Wizards trained by Ixium are generally more warlike and militant than those who graduate from the Tower of Nesturon itself. Ixium's magicians serve as augurers, and conjurers that disrupt enemy tactics. The influence of magic on the battlefield cannot be denied as it forces looser battle lines and a need to spread enemy formations to avoid being caught within the confines of deadly spells that effect great areas.

When not in court, Ixium seldom leaves the confines of his tower… at least that is what most people assume.

IXIUM *(He is a neutral evil human 12th level wizard. His vital stats are HP 34, AC 16. His primary attributes are Intelligence, Wisdom, and Constitution. His significant attributes are intelligence 17 and constitution 15. Ixium carries bracers of armor +3, ring of protection +2, a ring of mind shielding, cloak of displacement and a staff of fireballs (8d6 damage, 20 charges, acts as a +1 shield), his alignment is neutral evil but detects as neutral due to his ring of mind shielding.)*

Ixium typically has the following spells memorized: *oth-Arcane Mark, Dancing Lights, Detect Magic x2, Detect Poison, Message. 1st-Change Self, Charm Person, Comprehend Languages, Feather Fall, Magic Missile, Shield. 2nd-Acid Arrow, Detect Thoughts, Invisibility, Mirror Image, Protection from Arrows, 3rd-Blink, Dispel Magic, Fireball, Fly, Haste. 4th-Charm Monster, Confusion, Polymorph, 5th-Cloudkill, Cone of Cold, Teleport, 6th-Chain Lightning, Move Earth*

PC CONNECTIONS: Ixium is a powerful wizard with an unknown agenda, his dealings are secretive and few other than the Duke have any trust for his intentions what-so-ever including his old master and mentor Nesturon. PC wizards who prove their capable worth may find work amongst the duke's war wizards and eventually find themselves apprenticed to Ixium should they desire access to his massive store of arcane knowledge.

AZRAEL LASCHET: Known to most as a successful art and antiquities dealer, Azrael Laschet is actually the leader of the Back Alley Gang that is known to plague foreigners (especially visitors from Rhodensia). Among other things Azrael serves as a spy on behalf of the Duke, who knows full well of his activities. The Duke also enjoys the fact that Azrael's gang makes Sheriff Arn Porski look like an idiot. The back alley gang makes certain that the Duke gets his 20% cut of any illicit proceeds for gambling, prostitution, and authorized larceny that comes into the hands of this highly efficient organization. Needless to say the invasion and sack of the lucrative East Dro Mandras has put a severe bind on the Back Alley's operations and thrown the entire organization into chaos.

AZRAEL LASCHET *(He is a neutral human 8th level Rogue. His vital stat are HP 30, AC 18. His primary attributes are Dexterity, Intelligence, and Charisma. His significant attributes are dexterity 18 and intelligence 15. He carries a +2 ring of protection +3 bracers of armor, ring of invisibility, +1 rapier of speed, and +1 short bow.)*

PC CONNECTIONS: PCs wishing to ply their trade as thieves and rogues within Dro Mandras must pay their tribute to Azrael and his Back Alley Gang. It is unlikely that PCs would ever expect that this flamboyant proprietor of the Bleeding Sword is actually the biggest underworld figure in the city as the majority of his criminal activities are handled through Tyrus.

TYRUS TWICE DEAD: A Halfling whose clan originated in far shores, Tyrus is a career criminal and Azrael's right hand man, carrying out most of the dirtier operations of the Back Alley Gang. Tyrus enforces discipline amongst the members of the guild and most assignments are handed to the various burglars

and cutpurses by him. Tyrus also oversees the recruitment of new members and the elimination of non-affiliated rogues.

As of the invasion, Tyrus spends much of this time working the under-passages with his crew of silent killers, insuring that goblin sappers do not bubble up into the western side of town. Business is business after-all and it would not do to lose an entire city.

TYRUS TWICE DEAD *(He is a neutral Halfling 5th level rogue. His vital statistics are HP 18, AC 16. His primary attributes are dexterity and Intelligence. His significant attributes are dexterity 17, intelligence 14. He bears +1 leather armor, +1 shortsword, ring of feather-fall, boots of elvenkind. 2 potions of cure light wounds, 1 potion of neutralize poison. Tyrus carries about 300 gp in gems and various coins with him at all times in case he needs a quick bribe.)*

PC CONNECTIONS: PC rogues and thieves who attempt any form of larceny in the city are eventually contacted by Tyrus who sends them on some missions against foes in the Eastern part of the city. Certain safe houses and disreputable taverns in the conquered side of the city contain large amounts of the guild's wealth which Tyrus and Azrael would see brought back to their own coffers. If the PCs succeed in retrieving the items they are offered membership in the guild (along with its 30% tithe of any purloined items) and the protection that it offers. Attempting to crawfish Tyrus or Azrael results in a mark of death within the entire Duchy from all rogues and assassins affiliated with the gang.

ARN PORSKI: Sherrif of Karbosk, in charge of security in Dro Mandras and the surrounding county. The failure of his rangers to adequately predict the onslaught of Yorgach's invasion has put him in strong disfavor with the Duke. The Duke has decided however that even bad help is better than no help at all and has thus decided to avoid taking punitive actions against Lord Porski until his eastern lands can be won back from Yorgach's minions.

Arn is a well built fighting man who received his appointment as sheriff through a marriage of convenience to one of the Duke's nieces. He is a balding, somewhat inane fellow who crusades against law-breakers of every stripe. At the same time he is bribable under the proper conditions. For example, a wealthy merchant whose caravan is stopped for having contraband goods may buy his way out of the stocks, but a pickpocket caught taking a loaf of bread to feed his hunger pains may be beaten publicly to dissuade others from "taking the wrong path."

Arn's ineptitude and unpopular demeanor work in the Duke's favor, as the duke may come along and pardon some petty criminal, thus building his popularity as a fair and just ruler while allowing his sheriff to play the part of hard-nosed authoritarian.

ARN PORSKI *(He is a Neutral (Evil) Human, 7th level fighter. His vital statistics are HP 56, AC 20. His primary attributes are Strength, dexterity and Constitution. His significant attributes are strength 16, constitution 15. He is commonly encountered wearing Plate Mail, a +1 Large Steel Shield, +1 Battleaxe, Ring of Protection +1, 3 potions of cure serious wounds, potion of invisibility)*

PC CONNECTIONS: Bounties for bandits, wanted criminals, and proven enemy casualties by un-affiliated mercenaries must be collected through the offices of Arn Porski and his deputies at the Sherriffs bailey. Alternately, Jojub's family is currently imprisoned with other half-orcs not outright hanged at the onset of the invasion. Duke Mandras Karbosk V ordered an end to the executions when his armies returned, but has left the orcs already hung at the gates as a symbol of the resolve of his people against the invading horde.

PCs could attempt to negotiate, or otherwise break the prisoners free and put themselves at odds with Porski and his men.

TURGIG KRAOUS: Turgig is an Rodensian spymaster and assassin who plies his skills on behalf of the so called "Weakling Princes", he currently serves in the employ of Prince BermiIlian. Turgig poses as a mercenary, skillfully hiding his Rodensian identity through years of skillful study of foreign languages and using the alies. Turgig may be encountered at his hidden ship to the southeast of the city, scouting in the Western Farmlands, his safe-house in the western docks, or at the Bleeding Sword in the Gardens.

TURGIG KRAOUS *(He is a lawful evil human, 8th level assassin. His vital statistics are HP 28, AC 18. His Primary Attributes are Dexterity, Strength, and Charisma. His significant attributes are strength 16, dexterity 18, and charisma 14. He has a hat of disguise, a +1 rapier, +1 ring of protection, +2 studded leather armor, ring of mind shielding, a master-crafted light crossbow (+1 to hit) 20 +1 crossbow bolts, and 4 doses of assassins oil (2d10 damage, constitution Save (CL 4 for half), 2 potions of invisibility.)*

PC CONNECTIONS: Turgig may contact the PCs and attempt to enlist them in occupying the Duchess's bodyguards while he attempts to Kidnap the Duchess. See Chapter (X) for more details on Turgig's plot.

CHAPTER III: THE WESTERN FARMLANDS

This area of the Duchy of Karbosk consists of rolling farmlands and small fishing villages along the shores of Lake Veyona. The folk of those areas within sight of the walls of Dro Mandras have stood in shock as the fires of East Dro Mandras lit the night skies. Currently, most able bodied men and women not required for farm work have been pressed into service of the duke and occupy militia positions within its walls or patrol along the northern marches near the haunted highlands in search of bandits and confronting humanoid raiders wherever they can be found.

WESTERN FARMLANDS RANDOM ENCOUNTERS

1.	Refugee	**5.**	Rodensian Spy Gang
2.	Adventurer	**6.**	Farmer
3.	Ranger	**7.**	Herder And Animals (Cows, Sheep, Goats)
4.	Bandit	**8.**	No Encounter

D64: DRO MANDRAS

1. REFUGEE

Refugees are non combatants unable to take up arms in the defense of the Duchy. Typically they are women with children, those made invalid by magic or crippling injuries not healed with magic, the very young or the very old. The refugees may be headed to Area 2: the Refugee Camp, or heading further west to find a home with relatives in the western villages and farmsteads. They typically have 1d2 truthful rumors about the happenings in the City and 1d2 false ones to share with friendly travelers. They are openly hostile to half-orcs and gnomes (whom they see as half goblins due to their rarity in the highlands) and avoid parties containing such members at all costs.

2. ADVENTURER

This encounter may be with a member of any adventuring class of a level at least 1d2 below that of the PCs. Should the PCs have gained any notoriety in the Haunted Highlands or through forays into the Crater of Umeshti, the adventurer may offer to join the party as an apprentice, offering his services for a small percentage of any loot and upgrades to his equipment or spells lists.

3. RANGER

The ranger is in the employ of Sheriff Arn Porski and has been on missions to eliminate orcs, half-orcs and other raiders that may have slipped across the river via canoe to attack settlements and refugees in the area. The ranger may be of any level but is typically of level 1-4. There is a 50% chance that the ranger knows of a nearby raiding party and is seeking assistance in taking them out.

4. BANDIT.

The bandits are typically deserters or street thugs from Dro Mandras who have taken to preying on the refugees in the area, relieving them of heirlooms and possessions. There are 2d4 bandits, consisting of fighters, rogues, and possibly a wizard. They have no leader and are of 1st-4th level.

5. RODENSIAN SPY GANG

This small group of 1d4+2 human men poses as a mercenary group. In truth they are spies for Rodensia and plan to assist the Duke's armies in a way that will benefit them most, namely lift the humanoid siege of East Dro Mandras while casually mapping the weak points of the city, finding a large harbor for Rodensian ships to start an invasion and cause as many casualties amongst their "allies" as they do amongst the Dukes Enemies.

Their party consists of 3rd level character classes, with at least one bard and one cleric of Kharzarn the Cruel. If more than 4 are encountered there is a war wizard among the party with the rest consisting of fighters.

6. FARMER

This encounter is with a common dirt farmer who makes his living raising crops, giving a large portion to the Duke and keeping enough to feed himself and his family. The farmer is either heading to or coming from Dro Mandras where his goods serve to feed the remaining citizens and the Duke's army.

7. HERDER AND ANIMALS

As with the farmer, the herder is grazing livestock. He is armed with a club and crossbow to keep bandits and refugees from stealing his stock (a crime in the Duchy punishable by death). A portion of his herd is his own with the rest belonging to the Duke.

8. NO ENCOUNTER, PCS GET A LUCKY BREAK FOR THE DAY.

Locations Of Interest

1. CASTLE KARBOSK

An imposing square stone heap with 4 bastion towers and 40 ft high crenellated walls. This is the actual home of the Duke, Duchess and their children and is well guarded even if the Duke is off campaigning on the shores of Rodensia. Should the PCs eventually gain audience with the Duke or Duchess they are likely brought here by agents or a band of the Duke's private guard.

As most of the Duke's forces are within the city manning its walls, or further north, just south of the Ruins of Bortenski, Castle Karbosk is currently guarded by the following array of forces.

MEN AT ARMS (40) *(They are 1st level lawful neutral, human, fighters, whose vital statistics are HP 8, AC 15 (16) Their primary attributes are Strength. They wear a mail huberk, and carry a large wooden shield, spear, crossbow, 20 bolts and longsword.)*

KNIGHTS (4) *(They are 3rd level lawful neutral human fighters, whose vital statistics are HP 24, AC 16(17). Their primary attributes are Charisma, strength and Dexterity. Their significant attribute is charisma 14, strength 14. They carry a full chainmail suit, longsword, small steel shield.There is a 50% chance that the armor, shield, or weapon of these knights is enchanted to +1.These knights are deemed too aged to ride well anymore, but still strong enough to put up a solid fight are part of the permanent guard at Castle Karbosk. They act as commanding officers to the men at arms stationed at the castle.*

PRIESTS OF VANIUM (2) *(They are 3rd level Lawful Good human clerics, whose vital statistics are HP 21, AC 15(16). Their primary attributes are Wisdom, Strength, Constitution. Their Significant attribute is wisdom 14. They wear a chain hauberk and carry a large wooden shield, a longsword, 2 bottles of holy water, and 4 potions of cure light wounds. Their typical spell selection is as follows: 0th-Create Water, Detect Evil, Detect Magic, First Aid. 1st-Bless, Cure Light Wounds, Sanctuary. 2nd-Spiritual Weapon.*

ACOLYTES OF TAXUS (4) *(They are 3rd level Lawful Neutral human clerics, whose vital statistics are HP 21, AC 15(16). Their primary attributes are Wisdom, Strength, Constitution. Their Significant attribute is wisdom 14. They wear a chain hauberk and carry a large wooden shield, a heavy mace, 2 bottles of holy water, and 4 potions of cure light wounds. Their typical spell selection is as follows: 0th-Create Water, Detect Evil, Detect Magic, First Aid. 1st-Bless, Command, Cure Light Wounds. 2nd-Hold Person*

BATTLE WIZARDS (1D4) *(They are 3rd level neutral human wizards, whose vital statistics are HP 6, AC 10. Their primary attributes are Intelligence, Wisdom, and Constitution. Their significant attribute is intelligence 14. They carry a staff, dagger, and a scroll with sleep and magic missile x4. These apprentices of Ixium have experience using magic while mixed in with combatants. Their typical spell selection is as follows: 0th-Dancing Lights, Detect Magic, Light, Message. 1st-Magic Missile, Shield, Sleep. 2nd-Web)*

Lady Karbosk, her attendants and children are present 70% of the time.

Duke Mandras is here 20% of the time. If he is not present at Castle Karbosk, he may be to the north with half of his forces, or planning stratagem with his knights at a hidden location somewhere within the city.

A small dock to the south of the castle is the home mooring for the duke's flagship "Sword of Mandras." The ship and other fire-boats of the duke's small fleet currently bombard humanoid siege positions along the inlet flanked by the walls of Ixium's Fortress and the lake shore. This added fire support is credited with keeping the East Central Keep from falling since Duke Mandras's return. The boats return to this dock for re-supply of ammunition and foodstuffs at random intervals every other day.

2. REFUGEE CAMP

The refugee camp is run by Djanyal, cleric of Vanium sent by his superiors to minister to the injured and homeless created by Yorgach's invasion. He is assisted in his efforts by Rebeka, a matronly figure who is referred to as "momma" by the many children displaced by the war.

REBEKA *(She is a human commoner, whose vital statistics are HP 2, AC 10. Her primary attributes are wisdom and charisma. She carries a knife.)*

DJANYAL, CLERIC OF VANIUM *(They are 2rd level Lawful Good human clerics, whose vital statistics are HP 121, AC 14(15). His primary attributes are Wisdom, Strength, Constitution. His significant attribute is wisdom 15. He wears a chain hauberk and carries a large wooden shield, a longsword, 2 bottles of holy water, and 2 potions of cure light wounds. Their typical spell selection is as follows: 0th-Create Water, Detect Evil, Detect Magic, First Aid. 1st-Bless, Cure Light Wounds x2.*

Some 800 refugees currently dwell in the makeshift camp, many from the Eastern Duchy, who fled just ahead of the invading forces, with barbed orc arrows nipping at their heels. Most here are the very old or the very young as the majority of 14-40 year olds have already been conscripted into militia service, with a great number sent north to patrol the highlands and look for signs of a second invasion point. Djanyal does his best to keep the peace in the camp, to quell rumors of doom and offer hope to the folk. Rebeka sees that the children are fed and bathed as frequently as supplies allow. The Duke himself has pledged aid and a portion of food supplies to be delivered here to keep the folk from starving and avoid the spread of disease amongst the displaced.

3. JOEJUD'S CAMP

This campsite is well hidden in a copse of trees north of the broad farmland areas to the west of Dro Mandras. A successful wisdom check (CL 4) notes the presence of something out of place amongst the low boughs of the trees.

Joejud is a half-orc who has dwelt for years near the area of Dirty Bowbe's Roadhouse. He came south looking to offer his support in the battles against Yorgach's horde only to find that relatives (both human and half orc) were captured and imprisoned in the bailey by Sheriff Arn Porski. Joejud isn't the brightest, but he is outraged at the treatment of his family whom have ever tried to integrate themselves into human society. He has vowed to free his family, by any means necessary. If that means spitting the Sheriff on his sword then so be it. Joejud may attempt to enlist the PCs in his efforts to free his family.

JOEJUD *(He is a Chaotic Neutral 3rd level half orc Barbarian, whose vital statistics are HP 24, AC 14. His primary attributes are strength and Constitution. His significant attribute is strength 17. He wears a chain shirt and carries a +1 two handed sword and wears a mail shirt.)*

Assisting Joejud could lead to a variety of problems for the PCs, putting them afoul of locals who have a new hatred for the orc blooded races. Likewise his vow of revenge against Sheriff Arn Porski could develop into the PCs being declared outlaws by the Sheriff and a bounty on their heads! A possible diplomatic solution involving heavy role play and the PCs completing a variety of tasks may be the answer.

4. FARMSTEADS.

Most of the farmsteads continue to produce their crops and goods despite the dangers of the east. By order of the Duke, food producers are exempt from military service, so long as they supply the troops with provisions. Most of the local farmers are armed with spear, and shortbow to defend their land and have 1d4 workers who help them with their crops.

Farmers are wary of strangers, and anyone not wearing the colors of Duke Mandras are sent packing.

5. HIDDEN RODENSIAN SHIP

About a days travel to the southwest of the city in a hidden quay lies the hidden Rodensian ship "Revenger." The Revenger is used by Rodensian spies to sneak in and out of the Duchy while the fighting takes place in East Dro Mandras. It is the intention of the Rodensian spymaster Turgig to kidnap Duchess Vulsia Illian on behalf of Prince BermiIlian.

Turgig has spent the past few weeks tracking the movements of the Duchess's advisors and bodyguards, noting when they enter and leave Castle Mandras. For information on his plot to kidnap Duchess Vulsia Illian, the ship and the crew see Chapter IX.

6. WURGRUN WARHAMMER'S WARBAND

Wurgrum Warhammer, one of the younger sons of Hummander (See Haunted Highlands) is the leader of this Ugashtan Warband. The Ugashtan barbarians have come down from the highlands in search of blood and honor. The Ugashtan have fashioned birch-bark canoes and frequently raid against camps of humanoids across the river. Wurgrun has fourty warriors and is served by two sub chieftains.

WURGRUN : *See Wurgrun's Raiders Adventure, Chapter IX*

SUB CHIEFTAINS: *See Wurgrun's Raiders, Chapter IX*

UGASHTAN TRIBESMAN (40): *(Human Barbarian 1; Hp 10; AC 15; Primes: Str (15), Con, Wis; AL CN; Eqp: Longsword or battle axe, Hide Armor, Large Wooden Shield, shortbow, 20 arrows, 1d6 gp worth of jewelry.)*

PCs who impress Wurgrun with their prowess in battle may find passage to infiltrate the eastern lands via his band's canoes. Gaining his trust may be accomplished by various means such as beating Wurgrun's Sub-Chieftain in a wrestling match or bringing evidence of allegiance to Hummander. Presenting Wurgrun with a trophy or tribute work well. Such trophies may be the heads of tribal foes, or such tributes as a jug of good booze.

For adventure with Wargrun's Band, see Chapter IX



CHAPTER IV: WEST DRO MANDRAS

Population

West Dro Mandras currently has a mixed population of around 15,000 non-combatant refugees and several thousand who are currently serving as militia force or are actual troops under the command of the Duchess and her generals. A large majority of the fighting age population is on campaign against Yorgach's larger force with the Duke and his army. The vast majority of the population dwells in the Riverside area of the city, though many of these were originally inhabitants of the Conquered East. Their proper homes are either destroyed or are now occupied by enemies who gather in ever increasing numbers.

Standard Features

West Dro Mandras Comprises the side of the city unoccupied by the bloodthirsty forces of Yorgach. It is made up of four "free" districts, though this designation itself is somewhat false as the Garrison is closed to civilians, and the Burned West Docks leave little save charred timbers and rubble to dwell within.

Walls And Towers

WALLS: The walls surrounding the city are 20 ft. thick rubble filled stone that stand 30 ft. high with crenellation along the tops of the walls that offers cover to bowmen and a guarded path for sentries between its stout towers.

TOWERS: Unless otherwise noted the western watch towers are roughly 40 ft tall and are each four stories. The ground floor of each tower contains an armory with enough halberds, spears, longswords, longbows, scale mail armor, and large wooden shields to outfit a dozen men. The 2nd-4th floors consist of barracks equipped for 4 soldiers each. The 3rd and 4th floors have wooden shuttered arrow slits that afford a commanding view of the outlying landscape. The top of each tower serves as an open observation deck broad enough for 2 ballistae or a small catapult.

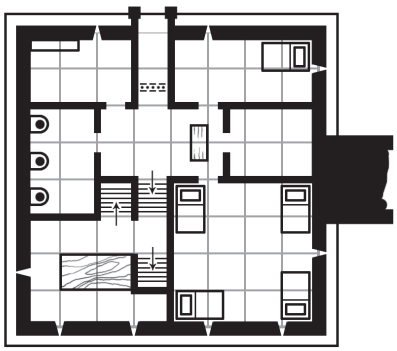
The 40 ft. elevation giving these weapons an increased range of 20 ft. and broad field of fire. Enough shot and ballistae spears is atop each tower to sustain 20 firings. Ammunition fired over from the Eastern Side of Dro Mandras is carefully collected by residents each morning, as well as rubble from collapsed buildings which is cut down by stonemasons to the proper weight and shape.

WALL AND TOWER PATROLS: 2 sentries patrol along each of the wall sections and a squad of 5 soldiers tops each tower.

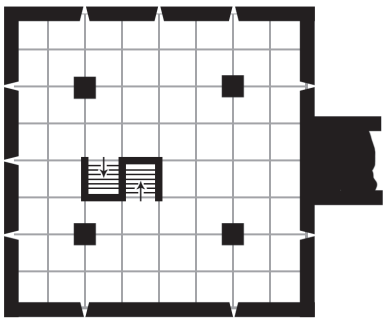
NOTE: Tower tops and walls facing East Dro Mandras currently carry triple garrisons.

In times of peace the watch towers and walls are patrolled and manned by half their current war-time numbers.

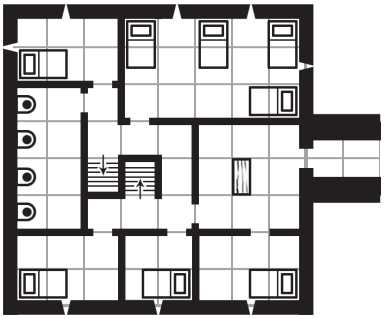
SENTRIES *(They are 1st level lawful neutral, human, fighters, whose vital stats are HP 8, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or longspear.)*



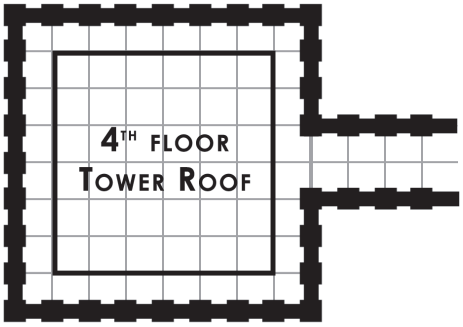
Ground Floor
processing and
barracks

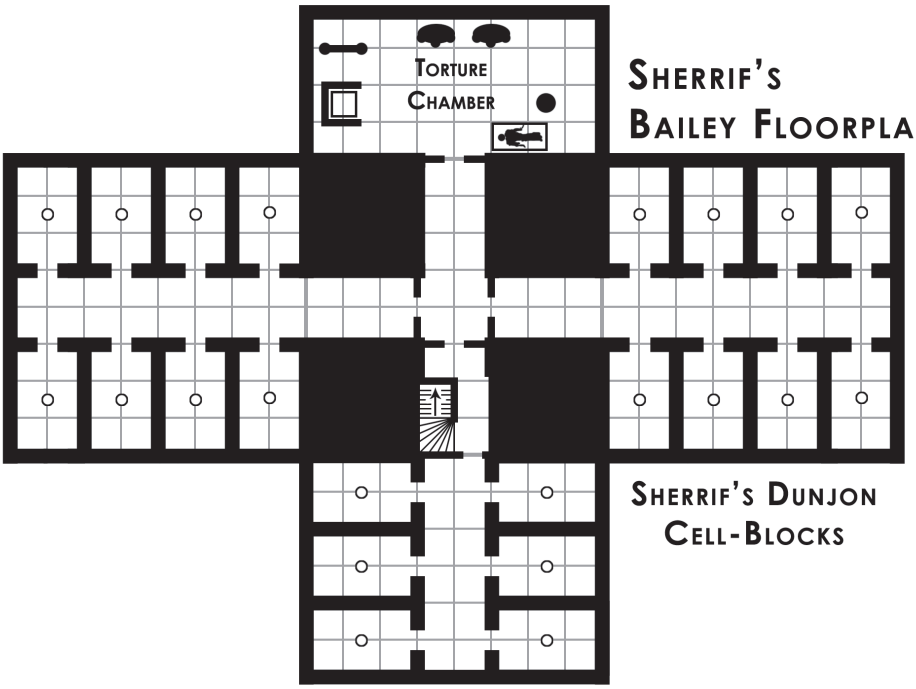


2nd Floor
Training Room



3rd Floor
Barracks





Sherrif's
Bailey Floorplan

Sherrif's Dunjon
Cell-Blocks

1 square = 5 feet

SENTRY COMMANDERS *(They are 2ndst level lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or longspear.)*

Southwest Garrison

The southwest garrison is a military only district whose access is carefully guarded by sentries. Knights of the land and other officers, watchmen, sheriff's deputies and the like may enter and leave here through the South and Central gates during daylight hours as needed. Aside from this the only access to the Southwest Garrison is for those bringing captured prisoners and bounty to the Sheriffs Bailey, a rare occasion since the fall of East Dro Mandras and its subsequent occupation by the forces of Yorgach.

G1. SOUTH GATE

This gatehouse is guarded by a pair of ballista on its roof and a dozen armed guardsmen in each of its towers. The gate itself consists of 2 iron portcullis and 2 heavy sets of heavy oaken doors two feet thick. Murder holes line the ceiling between the gate towers allowing guards to pour hot oil or fires arrows down upon any who penetrate the first gate and portcullis. Currently a series of gallows line the road leading to the south gate. Ten rotting half orcs hang by their neck from the gallows, swaying before the gate.

Boiling oil deals 6d6 points of damage per pot to anything caught between the portcullises, or may be poured down troughs that dump it outside the gate, where it showers any beings within 20ft. x 20ft. area of the outer gate. Two cauldrons of seed oil and fat are prepared at all times, the guards frequently frying their dinner in the scalding hot grease. Needless to say, the boiling oil is no fun for those attempting a quick escape or hostile entry of the city.

The gate is guarded by 20 sentries and two sentry commanders with 10 reserves resting at any given time. Their statistics are included in walls and tower section of this chapter.

G2. SHERIFF'S BAILEY

This stout guard tower serves as the headquarters of Sheriff Arn Porski. Persons seeking to collect bounties may bring them here for payment. The bailey is guarded by special deputies loyal to Arn Porski himself. Most are fighters or rangers.

A half dozen jailors guard the dungeon below which houses the duke's prisoners as they await the Duke's judgement.

Currently the only prisoners located here are a small group of half-orc females and children who lived on a farmstead near the city but were visiting when Yorgach's armies attacked. They are Menxus, Gonja and their four young children. They are the wife and sister of Joejub. Gonja's husband and Joejub's brother hanged with other half-orc men and women outside the South Gate.

SIEGE EQUIPMENT

HEAVY CATAPULT

Cost: 800 gp, Damage 6d6, Range 200 ft., Crew: 4

A Heavy Catapult hurls huge pieces of stone or bundles of cast iron balls at a range increment of 200 ft. with a minimum range of 100 ft. With a crew of 4 trained siege engineers firing the heavy catapult, it may be winched, loaded, aimed and fired every other round. Heavy Catapults may be loaded on wagons and moved at the bearing weight and speed of animals hauling it. Otherwise a Heavy Catapult may be pushed 10 ft. per round. Heavy Catapults take up a space 15 ft. across.

LIGHT CATAPULT

Cost: 550 gp, Damage 4d6, Range 150 ft, Crew 2

A light catapult is similar to a heavy catapult, hurling stones, cast iron balls or other ammunition. A crew of two may winch, load and fire every other round. Light catapults may be loaded on wagons and moved at the bearing weight and speed of animals hauling it. Otherwise it may be pushed 15 ft. per round. Light catapults take up a space 10 ft. across.

FIRING A CATAPULT

Rather than making a normal attack roll, the firing of a catapult effects an area and requires a keen intellect to understand the proper elevation, arc, and trajectory of its payload. The engineer makes a standard attack roll, but instead adds his intelligence modifier, subtracting range increment penalties. Targets of a catapult attack may make a dexterity Check to take half damage from the attack. The CL is the modified attack roll of the firing siege engineer. On a roll of natural 1, the catapult shot hurls straight up into the air and lands on the catapult and its crew.

As catapults may be "locked" on target, their ammunition continues to hit the same area until it is re-aimed. Re-aiming takes one round and requires a new attack roll.

Catapult shot effects a 10ft. x 10ft. area on impact.

BALLISTA

Cost 500 gp, Damage 3d8, Range 120 ft. Crew 1 or 2

A ballista is a huge wooden crossbow that is typically fixed in place but may be mounted on rollers. A ballista is so large that users of medium and small size suffer a -4 penalty to their attack rolls. Ballista have a range increment of 120 ft. They are primarily used to kill large creatures on the battlefield (such as elephants, ogres ect.) that expose themselves to fire. Equally they may be used to fire flaming spears against siege towers in an effort to catch them on fire. A ballista with a crew of 2 may have the weapon prepared to fire every other round. Otherwise the Ballista may fire once every three rounds. Ballista take up a space 5 ft. across.

ADVENTURE OPTIONS

Players who have encountered Joejub may be inspired to aid him. They are faced with the choices of negotiation or a jail break.

NEGOTIATION

Should they seek an appointment with the Sheriff, the Sheriff's racism towards half-orcs is very evident. The Sheriff at first denies any requests to free the prisoners unless players make a successful opposed charisma check vs. the Sheriff. If they succeed the Sheriff capitulates slightly, demanding the three following conditions for the release of the prisoners.

- That the half-orcs are banished from Dro Mandras never to return.
- That the PCs petitioning for their release pay a ransom in goods or gold equal to 100 gp per prisoner.
- That the PCs serve as duty sworn and bound to undertake missions on behalf of the Sheriff for a period of no less than 6 months. This initially involves "suicide" missions to slay enemy chieftains in Eastern Dro Mandras, but could eventually grow to include tracking down and bringing to justice the various brigands and wanted criminals in or around the Duchy.

A term of service in the "employ" of the Sheriff may be commuted by the authority of the Duke or Duchess. This of course will not please the Sheriff who may go out of his way to make trouble for the PCs later on in their careers.

NOTE: Negotiation is impossible if there is a half-orc in the party. In this case the half-orc is immediately placed under arrest and locked in the dungeon.

JAIL BREAK

If the PCs attempt a jail break, the GM may develop whatever challenges they deem appropriate from the listed guard strength of the Bailey. Typically the doors of the jail are guarded by a pair of 2nd level fighters.

The cells below the bailey are locked, and only the Sheriff and one guard have the keys to the cells. They are otherwise a (CL 5) to any open locks attempt.

- Should PCs be seen in the attempt to break the prisoners from jail, they are identified as outlaws and hunted hence-forth by the Sheriff and whatever bounty hunters he may employ.
- If the PCs fail and are captured, they are hung on the next morning. (Giving them a few hours to plan their own jailbreak).

If the PCs succeed and escape without notice, rescuing the prisoners, Joejub thanks them for their help, gives them a crudely carved amulet (an amulet of armor +2) and flees with them back to the wilderness.

If the PCs are successful in either effort in freeing the prisoners, the PCs should gain a 300 xp per character story award bonus as the nature of the action itself may put them at odds with a great variety of potential allies.

BAILEY FORCES

As most of the men at arms of the Duchy are heavily involved in the war effort the deputies and guards stationed at the Bailey are relatively thin, with the exception of a normal army garrison atop the roof (for stats of these see Area 1).

There are 2d6 jail guards and 1d4+2 deputies on staff at any one time. The sheriff himself is within his office or quarters at the Bailey 60% of the time.

JAIL GUARDS *(They are 1st level neutral human, fighters, whose vital stats are HP 7, AC 14. Their primary attributes are Strength, Constitution, and Dexterity. Their significant attributes are strength 14. They wear scale mail and carry a spear, light crossbow and wooden club.*

SHERRIFF'S DEPUTIES *(They are 2nd level neutral, human, rangers, whose vital stats are HP 14, AC 14. Their primary attributes are Dexterity, Strength, and wisdom. Their significant attributes are strength 14, dexterity 15. They wear studded leather and carry a longbow, hand axe, and longsword.)*

G3. FOOT SERGEANTS BARRACKS

This building serves as a barracks house for un-married sergeants who serve in the Duke's army. Currently it has only a skeleton crew of older quartermasters and wounded who are on the mend, whom magical healing has healed but are not quite up to snuff. The stone and timber structure is 4 stories and has ten private rooms on floors 2-4. Each room sleeps two sergeants. The commissary, smoking room, and armory are on the ground floor. During this time of war there are 2d6 level 3 fighters recuperating from their wounds and are at about 50% of their hit points each. The building is overseen by Sergeant Major Adjezi, an elderly one armed battler who can still best most men half his edge with a longsword or battle axe.

SERGEANT MAJOR ADJEZI *(He is a 5th level, neutral good, human fighter, whose vital stats are HP 32, AC 15(16 shield). His significant attributes are strength 16. He wears +1 scale mail, and carries a wooden shield (strapped to his stump) and bears a +1 longsword in battle.)*

G4. GUARD COMMANDERS BARRACKS

This building is identical in construction style to the Foot Sergeants Barracks. It serves as the headquarters of the Captain of the city watch and his various sergeants and lieutenants. The city watch, being a separate arm of the Duke's various forces is charged with the upkeep of the walls and protection of the citizens, as well as the standard watch chores of arresting drunks and apprehending thieves. Persons arrested by the watch are turned over to the Sheriff in the Sheriff's Bailey (Area 1) for detention awaiting sentencing.

There are 2d6 city guard officers here at any given time, resting or recuperating from their wounds.

The captain of the watch is Sir Brodden Bruel, who is currently headquartered at the Western Bridge.

CITY GUARD OFFICERS *(They are 2nd level, neutral, human fighter, whose vital stats are HP 14, AC 14(15 shield). Their significant attribute is strength 14. They wear scale mail and carry wooden shields. They bear a longsword and heavy crossbow with 20 bolts.*

G5. OFFICERS CLUB

This two story establishment serves fine food and drink to the officers of watch and army that serve the Duke. Unarmored military dress uniform is expected as is courtesy to one another and respect of rank and station. The higher ranking officers are allowed upstairs for gambling on fine oak gaming tables where card games such as Helms are played along with dice, roulette, and slay the dragon. Gambling is forbidden on the ground floor which has both common and private dining rooms and fine cuisine. The officers club has been mostly empty of late as nearly all of the officers are in the field. 200 gp worth of china and crystal wine goblets valued at 500 gp and a 100 piece silver set are locked in a fine dinette set upstairs. The lock on the dinette set is a (CL 3).

Currently the only persons on duty at the club are 6 pages deemed too young to be sent into the field, a cook, and Yestov, chamberlain of the club. All are commoners with 1-2 hp each. Yestov is beloved of the knights and officers in the service of the Duke, as he bows and scrapes to their desires most amicably, knowing each by name and their preference of food and drink by memory. Lord Dietcolm is known to have drinks in the Officers Club on his rare nights off.

YESTOV *(He is a 2nd level, neutral good, human bard, whose vital stats are HP 10, AC 12. His significant attribute is charisma 15, dexterity 14. He carries a ring of protection +1 and a silver handled rapier with a ruby in its hilt given to him by the Duke's father worth 300 gp.)*

G6. CAVALRY STABLES

This structure serves as the stables to the Duke's cavalry. The stables are built to house 50 stallions, but currently contain only 4 pregnant mares, and three mares with nursing foal, as the rest of the Duke's elite cavalry have turned north to look for portage across the river and are mustered with the majority of the Duke' forces. Yan Yorbinski is the stable master and knows all manner of horseflesh and breeding technique. He is typically assisted by 20 grooms, but most of his young helpers have been called to duty leaving him only 4. Yan could use some aid, and any druid or cleric who could help him in the birthing of a new foal would earn 50 xp and 5 gp for their trouble.

YAN YORBINSKI *(He is a neutral good human commoner, whose vital stats are HP 4, AC 12).*

G7. CENTRAL GATE

This gate is identical in guard detail and defenses to the South Gate. This gate separates the military district from the rest of the Southwest Garrison from the rest of Dro Mandras, emphasizing its distinction as a military only quarter.

CHAPTER V: THE BURNED WESTERN DOCKS

The western docks were once a thriving warehouse and dockside community. It is now the most war ravaged of all the western city. As Yorgach's forces seized boats from the docks of the East City they attempted to ignore bottleneck of the battle of the bridge altogether by piling on boats and sailing across the river to push the invasion. Things did not go as planned and defenders in the western city flamed the boats, burning them in the harbor, killing thousands of the invaders. In retaliation Yorgach next sent reavers to seize small fishing boats from the coast and haul them overland to the city by wagon. These were lashed together and piled with casks of goblin alchemical explosives, lamp oil, and rendered fat from the bodies of the eastern defenders. These skiffs were then pushed across the river under cover of an eldritch fog and used to flame the dockside, burning many of the nearby wood framed buildings to the ground in the ensuing conflagration.

Most of the individual private houses in the Western Docks have been taken over by militia and army troops as the survivors have fled the city and moved to other districts or to the refugee camp outside the city walls.

A few taverns remain open, giving the semblance of normalcy, while smithies fire day and night, manufacturing weapons, armor, and ammunition with what materials can be stripped from the nearby buildings. As metal to feed the forges runs out, and food and liquor become rationed items, so too does hope fade for the defenders here. They are in desperate need of a moral boost, perhaps a boost that only the PCs may provide.

BD 1. BOATSWAIN'S BARNACLE

This abandoned structure once sold materials for outfitting and maintaining large lake going vessels. Its owner, Zneduri Trieko fled the establishment when Yorgach's armies struck, locking its sliding doors with huge chains and a lock requiring a (CL 3) to pick.

Of course the key may be got from him in area BD 5 where he has been hiding since squelching on a large bet which he lost to Tyrus Twice Dead of the Back Alley Gang. There is about 200 lbs of rod iron, sheet metal and three barrels of nails, two barrels of glue and 500 yards of sail cloth, as well as enough wood to craft 100 shields.

BD 2. THE GOLDEN GULL

The Golden Gull is a salvage house operated by Gudri Branchwalker, a Halfling from Gilby Hall and his family. These Halflings have been instrumental in assisting the defense of the city, scrounging amongst the burned ruins for any metals which may be re-forged into arrowheads, spear points or cast iron balls to hurl at Yorgach's forces across the river. Gudri accepts any salvage metal turned over to him at 25% of the value, reselling it for a small profit, then turning a portion of that profit over to assist refugees.

BD 3. REFUGEE WAREHOUSES

These buildings once housed goods which were in essence the wealth of the Duchy of Karbosk, are now called home to disaffected refugees of East Dro Mandras who have lost their homes to Yorgach's invasion. Each of these large structures houses roughly 100 individuals. These refugees are comprised mostly of mothers with young children, the elderly and youths under 13 years of age whose parents or grandparents (men or women of 14-50 years of age) directly serve in either the militia or were officially enlisted in the army or guard.

Wagonloads of food, clean water and supplies are brought to the refugee houses twice per day by order of the Duke. Older children (aged 11-13) and able elderly folk assist in the collection of siege ammunition from sunrise to sunset.

BD 4. BURNED DOCKSIDE

This decimated area comprises the burned docks, and the buildings which once stood here. The area is dangerous to cross as collapsed timbers, and concealed basements create deadly obstacles. Characters crossing the area of the Burned Dockside must make a dexterity save vs. Traps every 1d8 rounds of exploration or suffer 2d6 points of damage due to falling blocks, timbers or stumbling into a hidden basement.

BD 5. "THE HAUNTED HOUSE"

A series of hidden tripwires lies hidden here, and requires a rogue or ranger to make a successful Find Traps check (CL 1). The wires are attached to frying pans, glass jars and various pipes that create a wild clamor when they are struck. Shortly after tripping a wire, wild moaning emits from the house and a strange mist rises from the ground, leaving many of the locals to believe that the house is haunted.

In actuality these primitive traps and terrifying effects are merely smoke and mirrors used by Zneduri Trieko to keep members of the Back Alley Gang or other snoops away from his hiding place. Zneduri had won the Boatswain's Barnacle in a game of Helms, and in turn lost his entire fortune to Tyrus Twice Dead playing the same deceptive card game.

PC CONNECTIONS

PCs may be sent to investigate the house by locals, or hired by Tyrus Twice Dead to root out Zneduri and retrieve the deed to the Barnacle as well as the 1,400 gp in cash that Zneduri owes him.

If the PCs can convince Zneduri to give up the keys and deed owes, the Back Alley gang asks only that he leaves town never to return. Convincing may be tough, and Zneduri gives his best effort to keep what is his, possibly offering 400 gp for the PCs to kill Tyrus for him! Should the PCs threaten him overmuch he tries to escape. Should he be caught, he is of course cowed and terrified, giving over what he owes to the PCs and leaves town.

ZNEDURI TRIEKO *(He is a 2/2 level, Neutral, Gnome, Rogue/Ilusionist, whose vital stats are HP 11, AC 14. His primary attributes are intelligence and Dexterity. His significant attributes are intelligence 14, dexterity 14. His special abilities include gnome racial abilities. He carries a +1 shortsword, +1 leather armor and a hand crossbow with 10 bolts, a wand of color spray and a wand of obscuring mist. His typically memorized spells are. 0th-Detect Illustion, Influence, Message, Prestidigitation, 1st-Change Self, Color Spray, Hypnotism, Silent Image.*

TREASURE: 1400 gp, deed to Boatswain's Barnacle, deck of cards, wand of color spray, wand of obscuring mist.

BD 6. ADMIRALS KEEP

This fortress along the riverbanks comprises three four story towers and is instrumental in counter fire against Yorgach's forces in the East. Each of the three towers is topped with two ballista and a heavy catapult with full crews for each.

The lower floors of the towers serve as dry land barracks for the Duke's marines, but currently house militia and army as the marines are aboard ship in the bay south of East Dro Mandras, as the fire ships attempt to clear a landing for these troops.

Each tower houses 40 soldiers, including artillery crews. They are equipped as described in the towers and walls section of Chapter IV.

Admiral Kaskano currently commands sea efforts aboard the Sword of Mandras. His quarters are locked with a good quality lock requiring an open locks check (CL 4) to open. Kaskano keeps the key to this sea chest on his person. In his quarters are a spare chain hauberk, longsword, a jeweled scimitar worth 200 gp, and a small locked chest that uses the same key as the door. Inside the chest are 800 gp in coin and jewels, a treasure map leading to a hidden island on Lake Veyona, 300 gp in nautical charts, and a potion of cure light wounds.

BD 7.CHORBESH'S UNGENT

Chorbesh the Alchemist runs this small shop dedicated to the sale of material spell components. Chorbesh has components in stock for most spells or for the manufacture of potions of up to third level wizard or cleric spells. Due to the current economy and the dangerous location of his place of business, Chorbesh charges double the standard rate. Chorbesh also possesses inks and vellum for crafting scrolls and two empty spell books. These too are double the normal sale price. Chorbesh may consider dropping his price or offer his items for trade at standard prices should the PCs have special alchemical supplies to sell. Such items could include alchemical lab materials, black kobold eggs or other rare sundries. Black kobold eggs can be had in the Crater of Umeshti, should heroes be brave enough to recover them from the warrens of Skritch's band.

CHORBESH *(He is a 5th level, neutral good, half elf, wizard, whose vital stats are HP 12, AC 14, whose primary attributes are intelligence and Dexterity. His significant attributes are intelligence 16, dexterity 14. He carries 3 scrolls of shield, 2 potions of cure light wounds, +2 bracers of armor, +1 ring of protection, +1 quarterstaff. His typical memorized spells are as follows. 0th-Arcane Mark, Detect Magic (x2), Mage Hand, Message, 1st-Alter Size, Burning Hands, Identify, Magic Missile, Read Magic, 2nd-Inwisibility, Mirror Image, Protection From Arrows, 3rd-Hold Person)*

BD 8. VEYONA'S DRAUGHT

This filthy inn and tavern set off from the docks is all that remains of the throng of drinking establishments that once ringed the dockside of West Dro Mandras. Run by an old sailor named Oslud Skungin. Oslud had no luck at sailing and occasional piracy, having lost an arm, a leg, an eye and an ear to battles and the travails of a sailor's life. It has been many years since Oslud has set foot on ship, but when fed enough tankards of his own cheap vodka, he may recount stories of a secret pirate holding upon Lake Veyona, and the dangers and pleasures that may be found there.

Oslud sells cheap rot gut vodka, a passable ale. His beer is the worst in town, but currently being some of the only beer in town he manages to get buy with having doubled and tripled the price. Veyona's Draught is typically filled with off duty soldiers, marines and an assortment of fishermen, off for a bit of rest after hauling in their catch.

OSLUD SKUNGIN *(He is a 2/2 level, neutral evil, human fighter/rogue, whose vital stats are HP 20, AC 15. His primary attributes are Strength, Dexterity, and Intelligence. His Significant attributes are strength 14, dexterity 14 (dexterity and strength deteriorated due to missing limbs) He has a hook, a +1 cutlass and a +2 ring of protection on his good hand).*

There is a 50% chance per night of staying in the Veyona's draught of contacting bedbugs. Bedbugs may only be removed by a remove disease spell and deal 1d2 points of damage per day to the sufferer, who is covered in tiny itchy bites from head to toe.

Despite claiming to change the sheets daily, Oslud merely has them changed them from room to room and has the sheets boiled once a week.

VEYONA'S DRAUGHT BILL OF FAIR

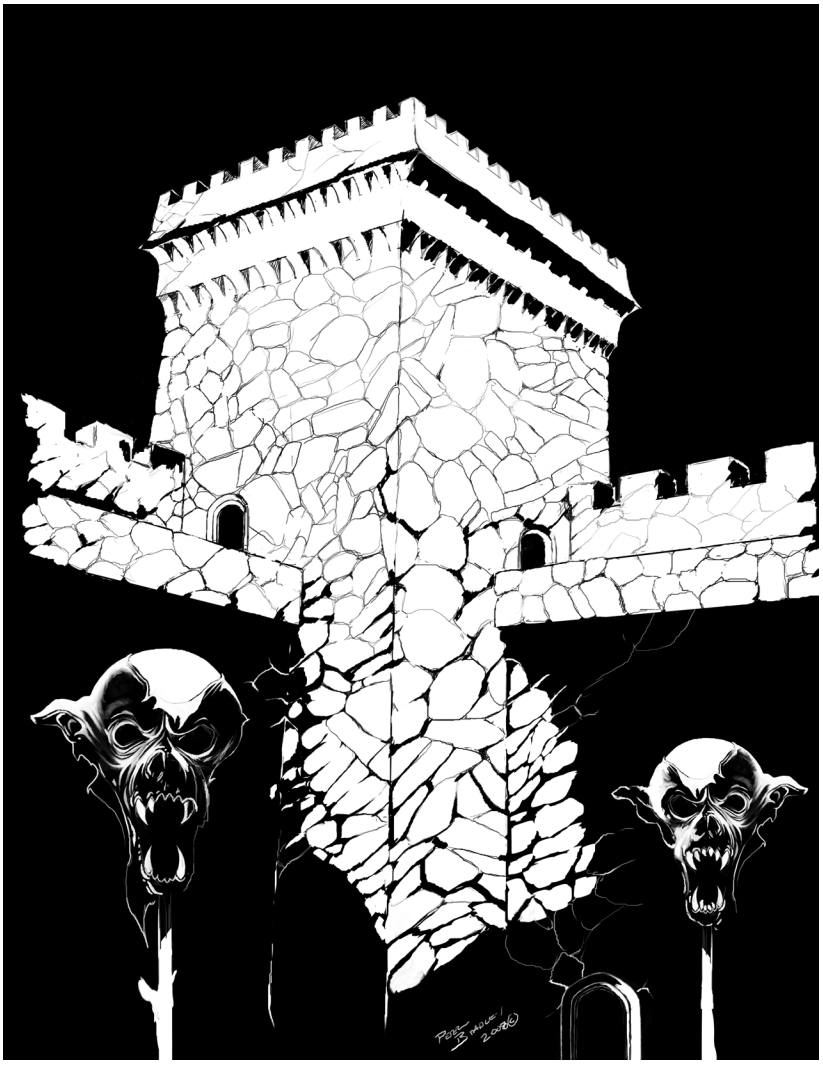
Vodka:	3 sp per shot, 6 gp per bottle
Plinko's Ale:	3 cp per mug.
Oslud's Beer:	3 cp per mug.
Bread and Broth:	4 cp
Room for the Night:	2gp
Room for the Week:	12 gp per week. (Most do not stay past one night)
Bedbugs:	Free

CHAPTER VI: THE DUKE'S BRIDGE

Amassive stone and oak drawbridge has stood for centuries across the breadth of the Mandras River. Called the Duke's bridge in deference to Mandras I, the Bridge now serves as a focal point in the never-ending battle between the Duke's forces and the well dug in armies of Yorgach in East Dro Mandras.

Comprised of a pair of drawbridge gates that face one another along a choke point where the river feeds into Lake Veyona, the bridge itself is comprised of heavy oaken timbers that when connected stretch a distance of 100 feet when the bridge is let down. When the bridge is open, the oaken panels fold expertly into a pair of opposing sixty foot high and roughly fifty foot square gatehouses.

It was from the top of the western Gatehouse that Duchess Vulsia Illian gave the dreaded orders to lift the gate and seal the western city from the east at the very last possible moment, just as Galian rode with a force of her knights into the eastern city, driving hard for the last standing bastion there. It is whispered that the clang of the wooden gate against the gatehouse walls echoed the sound of the Duchess's breaking heart that horrible night.



Western Gatehouse

The western gatehouse is now bolstered and reinforced with a tough contingent of the dukes men, led by Captain Brodden Bruel a knight and well schooled siege engineer. With him are skilled sharpshooters from throughout the duchy, including a well schooled platoon from Gilby Hall. A trio of Ixium's war wizards alternate shifts day and night punishing targets with ranged magical attacks.

CAPTAIN BRODDEN BRUEL *(He is a 5th level Lawful Neutral Human Knight. His Vital Stats are HP 35, AC 19 (20). His Primary Stats are Strength, Charisma, and Constitution. His Significant Statistics are strength 16, charisma 16. He Wears +1 Plate Male and carries a Large Steel Shield and a +1 longsword.)*

MEN AT ARMS (20) *(They are 1st level neutral good human fighters. Their vital stats are HP 8, Armor Class 15 (16). Their primary stats are strength, intelligence, and wisdom. Their significant statistics are strength 14. They wear scale mail, and carry a large wooden shield, light crossbow, halberd and shortsword.)*

WAR WIZARDS (3) *(They are 4th level neutral (evil) human wizards. Their vital stats are Armor Class 10, HP 10. Their Primary Stats are Intelligence, dexterity and Wisdom. Spells: 1st—Magic Missile, sleep (x2), Hold Portal. 2nd-Web, Protection from Arrows.*

HUMAN SHARPSHOOTERS (20) *(They are first level lawful neutral human fighters. Their vital stats are HP 8, AC 14. Their primary Stats are Strength, Dexterity, and Wisdom. Their significant Statistics are strength 13, dexterity 15. They wear studded leather armor, and carry a composite longbow, 20 arrows, and a shortsword.)*

HALFLING SHARPSHOOTERS (20) *(They are 2nd level neutral good Halfling fighters. Their Vital Stats are HP 9, AC 15. Their Primary attributes are strength and Dexterity. They wear, Studded Leather Armor and carry shortbow, 20 arrows, and a shortsword.)*

The Men at Arms Take turns manning the ballista atop the tower and quelling fires from flaming arrows or burning ballista bolts. Casualties are high here, though combat is sporadic, with the forces of Yorgach preferring to attack from nightfall to daybreak, and the humans having the advantage during the day. In the evening hours the Halflings of Gilby Hall, do their best to insure that the ballista crews on Yorgach's side of the river spend more time dodging arrows than they do firing flaming bolts against the sealed oaken bridge.

Eastern Gatehouse

The Eastern Gatehouse is further detailed in DB 5: The Fallen East

CHAPTER VII: THE GARDENS

This section of the city is occupied by wealthy merchants, lesser nobles and the elite knights of the Duchy. Due to its distance from the fighting, the Garden Quarter is by far the least battle scarred of the entire Western portion of the city. The few shops and inns within the Garden Quarter cater to higher end clientele. As such, with the exception of official military patrols, knights of the realm and nobles, going about dressed for battle is considered in very bad taste, thus the wearing of armor and bearing of weapons larger than a knife is discouraged amongst civilians and especially foreigners. That said, with the influx of various western mercenaries and eastern

Due to the siege condition of Dro Mandras, the Garden Quarter is under a privileged lockdown. Nobles, merchant barons, knights and soldiers under orders may enter and leave the Gardens at will. Other visitors to Dro Mandras, such as mercenaries, un-affiliated tradesmen, farmers and the like are forbidden entry from any of the gates leading to the Gardens under any circumstance not deemed "official" business. This would include any PCs of character classes other than knight or paladin, clerics who worship deities other than Taxus or Vanium, or wizards not apprenticed to Ixium or the Tower of Nesturon.

PCs may gain admittance to the Gardens by diplomatic means, conspiracy, stealth, or invitation by an important NPC such as Sir Lannard Roskenbled, Lord Dietchom, or Azrael Laschette who has certain pull in the Gardens due to ownership of the Bleeding Sword, a popular gambling hall.

L1. NORTHWESTERN GATE

This gatehouse is identical to the Gate found in area G1.

L2. OUTCAST ARMORY

This large forge-works is run by Grundic the Outcast. Grundic was banished from Fanderburg many years ago and seldom speaks of his homeland. He has the ability to refine and forge Umeshti Steel. Grundic has a general dislike for other dwarves, and does not accept them as apprentices to his smithy, instead employing Halflings from Gilby Hall, Humans, and the occasional gnome who passes through looking for work.

The Outcast Armory works on a near industrial scale, and when normally supplied with a decent amount of ore, manages to churn out armor and weapons enough to outfit the army of the Duke in a timely manner. Unfortunately, with the war in full swing, metal supplies have run short. Grundic has been forced to scavange and retool and reforge captured armor and weapons to keep the defenders gear in order.

Gundric became an outcast after his secret marriage to the sylph Ulieea was discovered by the council of elders in Fanderburg. Gundric feels no shame in his Outcast status, as his wife Ulieea is the light of his soul, and her power over the waters insure that his steel-craft is all the harder and more desirable.

If PCs bring Gundric captured metal gear, or perhaps a chunk of Umeshti Steel, he works the forges for them, crafting whatever weapons that they may need or desire. Otherwise he tells anyone coming to visit to shove off, as he is too busy filling the orders

of the army to bother with new customers at this time. Under no circumstances does Gundric do forge-work for a dwarf or those who accompany dwarves. He instead tells such folk to go to hell, or go to Fanderburg and suggest hell may be easier to get into and a more pleasant place to visit.

GUNDRIC *(He is a neutral male dwarf, 3rd level fighter/4th level Artisan. His vital statistics are HP 40, AC 13 (leather apron and mitts). His Primary Attributes are strength and Intelligence. His significant attributes are strength 15, intelligence 12. Gundric carries a +1 warhammer, and a +1 ring of protection he earned on an adventure many years ago. He is still a formidable foe if pushed to combat.)*

ULIEEA, SLYPH: *See M&T.*

HALFLING APPRENTICES (4) *(They have a 1d6 hit die, 4 HP and AC 12. They carry hammers and leather aprons, as well as approximately 2d4 gp worth of coin.)*

L3. BABUL TRAZIC'S FLYING CIRCUS

This huge tent pavilion is more or less a permanent addition to the Garden Quarter. In times of peace it offers various shows such as dancing bears, tiger tamers, sword swallowing, trained monkeys, clowns, juggling, acrobatics, fire eating and illusions for 1 cp per child and 1sp per adult. Unfortunately with the brocess of the war being as it is, the circus has fallen on hard times and Babul Trazic has all he can do to find food to feed his beasts.

As the animals in the circus are trained captives, druids of the Grove of the Green Man have often complained about his operations and consider him to be a villain and outlaw. The Duke, takes a slightly different tack however, and has ordered that Trazic turn over any cubs born to his captive beasts for re-entry into the wild, once they have been weaned from their mothers.

The druids of course are correct. Babul has been known to work in the illicit smuggling of animals to the south so that they may serve as entertainments in the courts of the weakling princes. Babul pays a healthy tax to the Back Alley Gang in order to pull off his smuggling operation. Should this operation ever be proven to the druids, it is unknown what retaliatory actions may be taken.

BABUL TRAZCIC *(He is a Neutral Evil, Human 5th level Ranger whose Vital Stats are HP 34, AC 16. His Primary attributes are Dexterity, Constitution, Wisdom). His significant attributes are dexterity 16, constitution 15. He carries a +1 composite longbow, +1 battle axe. +1 chain shirt and has roughly 100 gps worth of gems, coin and jewelry on his person. A locked iron chest in his quarters (Challenge Level 3 to open). Contains his operating cash of 900 gp, 30 platinum, and (3) 200 gp gems.)*

ANIMALS

TIGERS (2): *(HD 5d8+5, HP 30, 32, AC 14) See M&T*

LIONS (2): *(HD 4d8, HP 27, 24, AC 15) See M&T*

ELEPHANT (2): *(HD 7d8, HP 36, 38, AC 15) See M&T*

GRIZZLY BEAR: *(HD 6d8, HP 27, AC 15) See M&T*

MONKEYS(6) *(These Neutral Creatures have ½ HD, 1 HP, and an AC 15. Their primary attributes are physical. They attack with a bite. These monkeys are trained so that they have the same special abilities as a 1st level rogue.*

HANDLERS (4) *(These are neutral or neutral evil, human, 2nd level fighters whose vital stats HP 14, AC 14. Their primary attributes are Strength, dexterity and Constitution. Their significant attribute is: strength 15. They carry a Club, Whip, and Net and wear studded leather armor.*

ENTERTAINERS (5) *(These are neutral or neutral evil, human 1st level Rogues whose vital stats are HP 3, AC 15. Their primary attributes are Dexterity, Intelligence, and Wisdom. Their significant attribute is dexterity 14. They wear leather armor and are armed with hidden daggers beneath their elaborate costumes.)*

CLOWNS (5) *(These are neutral or neutral evil, human 1st level Bards, whose vital stats are HP 6, AC 13. Their primary attributes are Charisma, dexterity and Intelligence. They wear leather armor and carry brightly painted clubs in the shape of bowling pins.)*

L4. THE BLEEDING SWORD

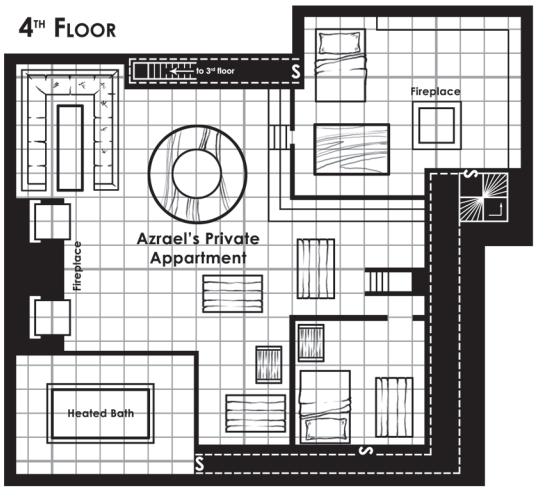
The Bleeding Sword is a top scale tavern and eatery in the Gardens that serves as the De-facto headquarters of Azrael Laschette the master of the Back Alley Gang. Despite its curious name, the Bleeding Sword is all class, offering some of the best public food, drink and entertainment in all of Dro Mandras. Smartly dressed bouncers in silk and sable jackets which hide their chain-shirts flank the door and see to it that ruffians and those in unacceptable dress are discouraged from entry.

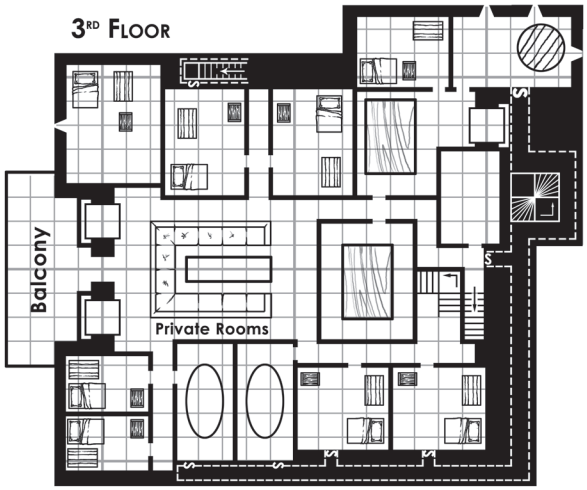
GUARDS (2) *(These are 2nd level dual classed, neutral human fighter/rogues whose vital stats are HP 18, AC 15. Whose primary attributes are strength, dexterity and charisma. Their significant attributes are strength 14, dexterity 14. They carry a polished club, chainshirt and shortsword.)*

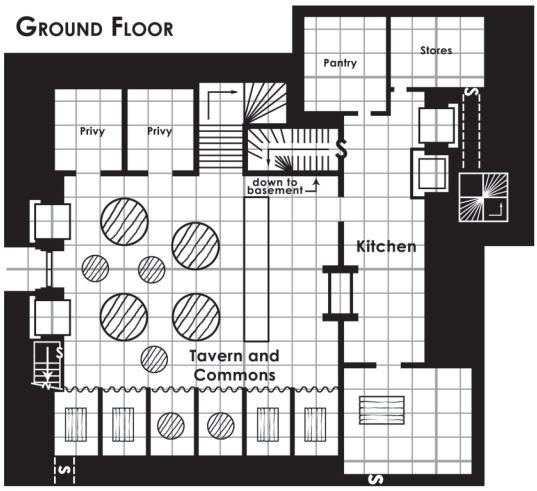
RAX THE COAT CHECK *(He is a neutral, human, 4th level Wizard, whose vital stats are HP 11, AC 12. His primary attributes are Intelligence, wisdom and Constitution. His significant attributes are intelligence 16, constitution 14. He carries a Wand of Sleep (40 charges), Wand of Charm Person (20 charges) and a +1 Dagger. His typically memorized spells are : 0th-Detect Magic (x2), Message (x2). 1st-Burning Hands, Shield, Magic Missile, Shocking Grasp. 2nd-Invisibility, Ray of Enfeeblement, Web.)*

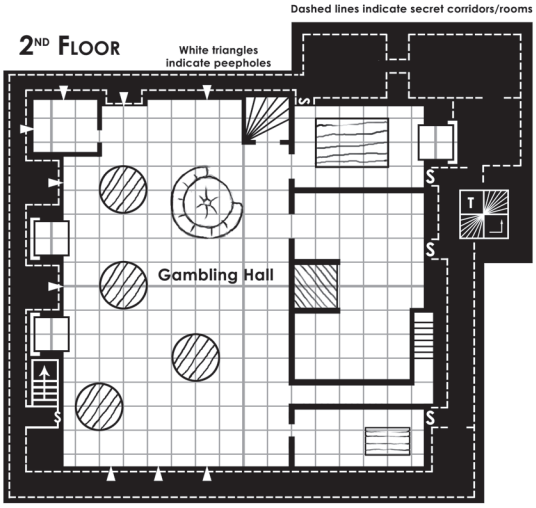
Rax is a youthful wizard with glittering black eyes. He sees that the folk who enter the Bleeding Sword check their large weapons with him for the nominal fee of 2sp for the night. All such items are placed in a room that only opens to his touch, to alleviate concerns of those who would wonder about their prized gear while enjoying the entertainment and cuisine of the Bleeding Sword.

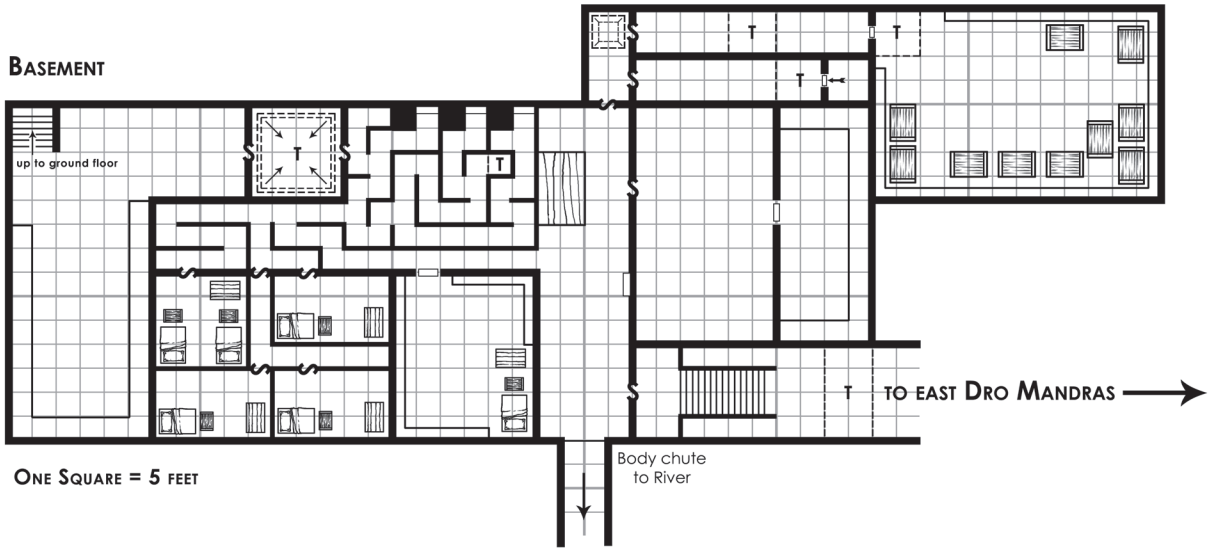
The ground floor of the Bleeding Sword is a tavern and commons area that in good times is filled with the ambiance and sounds of music and entertainment. A wide oaken bar occupies one side of the ground floor. The bar is tended by Marley, a foreigner with the











THE BLEEDING SWORD

distinct refinement of a professional butler. Marley likes to keep folk talking about their business, noting that rich adventurers and wealthy merchants like to talk about their success, their business and the length of their stay in Dro Mandras.

Marley notes where foreign merchants store their coin purse, the type and value of their rings, and jewelry and notes other sundries about their wares, passing this information onto other members of the Back Alley Gang through cant and undistinguishable hand signals. No valuables are ever lifted at the Bleeding Sword under pain of death. That said, Azrael prefers to send his rogues after the valuables of his clients at the Bleeding Sword sometime after their initial visit.

MARLEY *(He is a neutral human 3rd level rogue. His vital statistics are HP 9, AC 13. His Primary Attributes are Dexterity, intelligence and Wisdom. His significant attribute is dexterity 15, intelligence 13. He Carries A +1 ring of protection, and a +1 dagger, and a pouch of thieves tools is never far from his reach)*

The 2nd floor of the Bleeding Sword is reserved for gambling and games of chance. A large upstairs casino room is surrounded by a veritable maze of hidden passages where Azrael's rogues may spy on the various players, reading their hands and determining how much any given person can afford to win or lose. Four more guards similar to the ones who watch the front door work the main gaming hall, insuring that cheaters are removed from the room quietly and that they are disposed of quickly in the basement below the mansion.

Azrael's gaming philosophy is quite simple. Make sure that gamblers win enough to keep them coming back, and extend credit to the right people. At the same time those not under the protection of the Duke may be fair game to profit taking through a variety of means, be it through crippling gambling losses or via some larceny at a later date.

The 3rd floor of the Bleeding Sword comprises roughly a dozen private chambers which may be used by Azrael's clients for private meetings, and even adulterous interludes should that be their reason for seeking privacy. Guards patrol the halls, though the rooms are sound proof and often contain more than one secret entrance or exit. A portion of this floor also serves as quarters for Azrael's house guards, and those guild members who work at the Bleeding Sword.

The 4th floor is Azrael's own personal private apartment. Lavishly outfitted with a portion of the spoils of his many heists his chambers are laid with marble and gilt and offer a glimpse at the wealth that can be garnered by a successful professional criminal.

Doors to the various chambers and even access to the private apartments of Azrael are magically restricted, as Azrael has managed to win the aid of various wizards and priests over the years that have been happy to accommodate his requests. Azrael never handles criminal business from his own apartments, preferring to use the basement of the estate for these needs, or even better… to handle things of that nature in the cellars of Helms or The Snakepit then in his own home.

THE BASEMENT

The Basement of the Bleeding Sword appears at first glance to be a well stocked wine cellar with 3000 gp worth of fine wine lining the wooden racks upon the walls. These racks hide a secret door to hidden a barracks for members of the Back Alley Gang. The safe-house area sleeps about a dozen members though is usually never filled with more than 2-3 gang members currently hiding out until the heat is off of them.

A hidden torture room exists here as well. The chamber is expressly used for the beatings of those who try to rip off the gaming tables or those who betray the code of the Back Alley Gang. A slide chute drops bodies into the sewers.

Secret passages lead from the basement of the Bleeding Sword to the basement of Helms and from Helms to the Snakepit across the river in East Dro Mandras. (As detailed in The Conquered East in the forthcoming chapter).

The passages between the various taverns are fraught with peril and filled with traps and deadfalls known only to the most trusted members of the Back Alley Gang. Even junior members who have served with the gang for a year or more are still blindfolded and led by a full member through these dark passages.

L5. BRONKAVA ESTATE

This fine walled structure is the estate of Lady Jorgia Bronkava, sole heir to the Bronkova shipping dynasty and the wealthiest madam in all of the north. Bronkava does excellent business amongst traveling merchant lords, and among most of the Duke's Knights. Some suggest that the Duke himself has had a long lasting affair with Jorgia. This is not actually true, rather the Duke relies on Jorgia as part of his extended spy network, to gather information on the various priests, merchants, lords and visitors to the Duchy who pass through the gates of her polished marble palace.

The Bronkava estate is constantly guarded by a pair of well-muscled fighters in the Ladies employ, who do their best to chase away hooligans and those not well heeled or well-dressed enough to enter her establishment. Entry is a minimum of 20gp, but guarantees a fine buffet, hot bath and a massage to one wealthy enough to pay the cost.

ESTATE GUARDS *(They are neutral human 3rd level fighters. Their vital statistics are HP 18, AC 15. Their Primary Attributes are Strength, intelligence and Wisdom. Their significant attributes are strength 16. They Carry a heavy mace, and wear a chain hauberk.)*

LADY BRONKAVA *(She is a neutral human 5th level bard. Her vital statistics are HP 25, AC 14. Her Primary Attributes are Charisma, Dexterity, and Intelligence. Her significant attributes are charisma 18, dexterity 15. She wears a +2 ring of protection, a +1 dagger, and 500 gp worth of jewelry at any given time.)*

Other amenities offered by Lady Bronkava's employees and their summative costs are best left to the discretion of the Castle Keeper.

L6. AZRAEL'S ANTIQUITIES EXCHANGE

This storefront and warehouse in the gardens serves as the front for one of Azrael Laschet's "legitimate" businesses. Prior to the invasion Azrael's antiquities offered an excellent place for stolen merchandise from far off lands to be sold to the barons, lords, lords, and wealthy merchantmen of the Duchy without any knowledge of their being "Hot".

Likewise the Antiquities Exchange serves as a perfect place for heroes to change wealth found in deep dark tombs and otherwise plundered from foes into hard currency. Azrael or one of his agents who work at the exchange pay up to 50% actual value for rare antique items of up to 10,000 gp in value. Azrael himself seldom becomes involved in such exchanges unless the actual value is over 3,000 gp. In these instances Azrael makes an appointment with the PCs to validate the quality of merchandise with his own eyes.

In the case of purchase of items under 3000 gps, the arrangement for procurement is made by Cuchekev, a burly grey haired fellow with thick fingers and a keen eye for fine quality merchandise.

> **CUCHEKEV** *(He is a neutral, human, 5th level Rogue. His vital statistics are Hp 21, AC 15. His primary attributes are dexterity 15, constitution 14. He carries Bracers of Armor +3 and an ivory handled sword cane (1d6 damage).)*

The warehouse area which is closed off from the official showroom is often the first stop for fenced items stolen within the duchy and is guarded by a variety of magical and mechanical traps. The nature of these traps and their effects is left to the Castle Keeper and should be roughly based on the ability level of the party, should PCs attempt to rob the Antiquities exchange. It should be noted that robbing the Antiquities exchange brings about the full brunt of the Back Alley Gang's retribution upon the PCs. In other words the PCs are pursued, hunted and harried by the Back Alley gang for the duration of their stay in the Duchy.

Characters are typically payed for any items sold to Antiquities exchange in documents indicating a line of credit which is good at any shop, inn, tavern, gambling hall or brothel within the city.

L7. NOBLE GARDENS

These nine mansions serve as the city homes for the nine lords which serve Lord Mandras Karbosk V. Each mansion is fit with a complete staff of retainers, such as maids, butlers, grooms, valets and guards from the houses of the various nobles. Currently the mansions are guarded by only a skeleton crew of defenders, mostly being older men at arms and very young pages and squires, deemed unready to face the jaws of warfare, lest it comes to their own doorstep.

Most of the ladies and children of the lords of the western province of Dro Mandras are currently away from the city, overseeing their holdings in the western villages, while those nobles who were able to escape the onslaught of the eastern invasion are currently holed up in these residences, their own homes and holdings now shattered ruins amongst the eastern plains and coastline.

The names of the nobles who own the various manor houses are as follows.

A. PAVEL, LORD OF MISH. Pavel and his sons are on campaign to the North with Duke Mandras Karbosk V.

B. OGNIR, LORD OF JORGEN. Lord Ognir, his son Vlad, and their men at arms are campaigning with the Duke to the North.

C. ARN PORSKI, LORD SHERRIF OF KARBOSK. He spends the majority of time in the Sheriffs Bailey but keeps this private home in the Gardens.

D. LEONID, LORD OF HAVEL. Leonid fell ill and died on the journey back from Rodensia. It is whispered that he died due to a curse or some other wicked magic. His son rides with the Duke.

E. FYODOR, LORD OF GASPAR. He is to elderly to have traveled with the Duke, or leave his holdings in Gaspar. His son Sir Gavrie, represents his house with the Duke.

F. LARISSA, LADY OF KAMILLA. She rides with the duke.

G. ZENECHA, LORD OF PORT IRUSA. The Port is destroyed, and the lord was slain in battle against the weakling princes.

H. MASHU, LORD OF ADRIK. Adrik is in ruins and Lord Ashu and his surviving kin ride with the Duke. Mashu's wife Lady Auena resides in the manor under guard and in shock from the horrors she escaped.

I. NIKOLIA, LORD OF VAREIK. Nikolia did not respond to the Duke's call to arms, though several of his men at arms and knights were permitted to go. Vareik is in ruins, Nikolia and his eldest son are missing and presumed slain.

L-8. ORCHARD COURT

This well manicured orchard is a park and recreation area filled with apple, walnut, pecan, mulberry and peach trees which flower and bloom after their own fashion throughout the year. The park is seldom patrolled and thus serves as a place for lovers liaisons in times of peace. During this time of warfare, the park is empty except for the occasional group of small children playing under the watchful gaze of their nurse-maids.

L-9. TEMPLE OF TAXUS

This fortress like structure near the Docks Gate serves as the Temple of Taxus. The interior of the temple worship area is comprised of dozens of intricately carved pillars, each depicting a part of Taxus's creation epic and role a defender of law and justice. High crimes such as treason are tried here within the Temple of Taxus, with Duke Mandras, Primiun Irtuk and Bishop Yakmin Gunsk taking turns sitting in judgment over the proceedings.

VICAR PRIMIUM IRTUK *(He is a Lawful Neutral, Human, 6th level Cleric of Taxus. His Vital Statistics are HP 25, AC 18. His Primary Attributes are Wisdom, Intelligence, and Charisma. His significant attributes are wisdom 16, charisma 14. He wears full plate, and a +1 large steel shield, Scroll of cure disease, dispel magic, and prayer. He wields a +1 heavy mace, golden holy symbol of Taxus (200 gp). His typically memorized spells are as follows: 0th-Detect Evil, Detect Chaos, Detect Poison, Purify Food and Drink, First Aid. 1st-Bless, Command, Cure light wounds (x2), Sound Burst. 2nd-Augury, Hold Person, Silence. 3rd-Create Food and Water)*

BISHOP YAKMIN GUNSK *(He is Lawful Neutral, Human, 10th level Cleric of Taxus. His Vital Statistics are HP 60, AC 19. His Primary Attributes are Wisdom, Intelligence, and Charisma. His Significant Attributes are wisdom 18, charisma 15. He wears +1 full plate, and a +1 large steel shield, and bears a +2 heavy mace, a golden holy symbol of Taxus (300 gp). His typically memorized spells are as follows: 0th-Detect Evil, Detect Chaos, Detect Poison, Purify Food and Drink (x2). 1st-Bless, Command, Cure Light Wounds (x2), Sound Burst. 2nd-Augury, Hold Person, Silence, Spiritual Weapon (x2). 3rd-Cure Serious Wounds, Create Food and Water, Dispel Magic Divination. 4th-Discern Lies, Divination, Healing Circle. 5th-Flame Strike, Scrying.)*

The central cathedral looks more like a courtroom than a place of worship, with a great statue of Taxus occupying the eastern wall, behind a bench of black marble, a gavel in right hand and the scales of justice in the left. A smaller bench stands before the great carven one. This smaller bench has three seats and is referred to as the judges table.

The rest of the cathedral is occupied by rows of hard polished oaken benches that face the altar space.

The four story towers which stand north and south of the cathedral serve as the dwelling of many of the acolytes and lesser priests of Taxus who dwell within Dro Mandras. Bishop Yakmin occupies the top floors of the north tower of the Temple, with his personal guardians occupying the floor below him. Vicar Primiun Irtuk occupies the top floor of the south tower, overseeing the acolytes who live in the three floors below him.

A large apartment building to the north of the Temple is also a barracks for priests of Taxus, paid for by the offerings left behind by the devotees of Taxus who dwell within Dro Mandras.

The majority of acolytes and ordained ministers of Taxus serve shifts with the city watch and travel with the Duke's armies, healing wounded soldiers and using their prayers and rituals to enhance their might in battle.

L-10. GYMNASIUM OF PILLARS

Not far from the Temple of Taxus is the Gymnasium of Pillars, a combination sporting complex and athletic training facility used by monks of Ataxus to tone their bodies and train in the mastery of the Pammakon, a brutal unarmed fighting spectacle practiced in the region.

The square structure is square with a peaked roof surrounded by a colonnade of marble pillars, each depicting a prayer to Taxus in his war against lawlessness. The interior is divide into a fighting venue with an audience capacity of 1000 upon marble carved stadium style benches.Iin the center of the room is a sand covered stone floor, stained with the blood of combatants who demonstrate their skills two nights a week for the entertainment of their fans, and not a few gamblers. Rearward chambers, hidden from the public hold training rooms and the private residence of the gymnasiums chief trainers.

They Gymnasium of Pillars is operated by Coros Kamitski, a middle aged pammakoni who was once a crowd favorite in Rhodensia before earning his freedom and fleeing the Empire once and for all. He still holds love and regard for his god and the sport, and trains underprivileged youths in mastery of the fighting style. He gives them a portion of the gate from the twice weekly fights, so long as they in turn donate a portion of these proceeds to the temple in thanks for their food and training.

Admission on fight nights is 1 gold piece. As betting on the fights is legal it is incumbent upon the good graces of the audience to handle their wagers in an appropriate manner. This simply means that Azrael's band has bookmakers working the crowds during fight night who insure that his gang gets its 30% right off the top, right under the noses of the Coros and his monks.

PAMMAKONI LIGHTWEIGHTS (1D4) *(These lawful neutral 2nd level human pammakoni monks vital statistics are (HD 2d12, HP 14, AC 14. Their primary attributes are Strength, Dexterity, and Constitution. Their significant attributes are strength 13, Dex 14, Con 15. They deal 1d6+1points damage per strike and possess the Pammakoni Choke Hold and Pammakon Hammer. They attempt to grapple opponents in order to deal automatic damage. They have 3d10 gp in their possession.)*

PAMMAKONI WELTERWEIGHTS (1D4) *(These lawful neutral 4th level human pammakoni monks vital statistics are (HD 4d12, HP 24, AC 15. Their primary attributes are Strength, Dexterity, and Constitution. Their significant attributes are strength 16, Dex 14, Con 15. They deal 1d8+2 points damage per strike and possess the Pammakoni Choke Hold and attempt to grapple opponents in order to deal automatic damage. They have 6d10 gp in their possession)*

COROS KAMITSKI *(He is a Lawful Neutral 7th level human pammakoni monk whose vital statistics are (HD7d12, HP 49, AC 20. His primary attributes are Strength, dexterity and Constitution. His significant attributes are strength 16, dexterity 16, constitution 16. He wears bracers of armor +2, and boots of springing and striding, though he uses neither in the ring. He deals 1d10+2 points of damage unarmed, a second unarmed attack deals 1d4+1 points of damage. He uses the Pammakon hammer after grappling opponents in order to do continuous damage regardless of physical pain or damage he himself may have suffered. A locked box in his chamber (CL 8 locks check to unlock) contains 2300 gp, 3 potions of cure serious wounds, a potion of invisibility, and a potion of fly, and a +2 dagger.)*

CHAPTER VIII: RIVERSIDE MARKET

Much of the eastern wall of the Riverside Market has been destroyed during the siege of Dro Mandras, however its towers still stand strong. The Riverside Market is considered the most "adventurer" friendly section of West Dro Mandras, due to a large influx of mercenary forces and the number of taverns and inns which service travelers and tradesmen not directly aligned or highly ranked with the cities powerful merchant guilds or the Duke's Nobility.

R1.HOSPITALLER'S KEEP

The southernmost tower along the riverside wall is referred to as the Hospitallers keep, due to its use as an infirmary for wounded soldiers and civilians. The connecting bastions between it and the other towers along the line have crumbled due to incessant enemy fire, which occasionally spills into the district. Currently the keep is under the command of the Hospitaller's of Taxus, a holy order of acolytes who answer directly to Vicar Primiun Irtuk and Bishop Yakmin Gunsk. The lower two floors of the tower are filled with wounded and sick soldiers and citizens, who are granted simple healing just after morning prayers by the acolytes present here. The upper levels comprise barracks for soldiers who trade fire with their foes on the opposite banks of the river. On average the two lowest levels of the Hospitaller's keep are filled with cots holding 2d10+20 wounded. The top two levels of the tower are filled with 2d6+10 average soldiers armed with longbows, and crews who man the two heavy catapults.

HOSPITALLERS' OF TAXUS (10) *(They are 1st level lawful neutral human clerics. Their Vital Stats are HP 6, AC 14 (15). Their Primary Attributes are Wisdom, Intelligence, and Strength. Their Significant Attribute is wisdom 14. They wear a chain hauberk and carry a large wooden shield (often serving as a stretcher), and a heavy mace. Their typically memorized spells are as follows: (Oth-First Aid x3, 1st-Cure Light Wounds x2)*

These Hospitallers, and the priests who guard the Vicar and Bishop are all that remains in the city, as other clerics of Vanium not trapped in the Eastern side of the city, now ride with the Duke.

R2. JACKAL'S BARRACKS

The central tower from the west riverside wall is occupied by an unsavory but necessary mercenary force referred to as Jurma's Jackals. Jurma and his mercenaries are followers of the Khan and are therefore suspect amongst the local population, as worship of the Khan is much more popular in the southern principalities where constant war between the weakling princes is not uncommon. Despite the misgivings of the locals, Duke Mandras has the utmost confidence in the combat skills of Jurma Dark and his mercenary commando squad. The Jackals were brought to the city by the suggestion of Ixium, who may have some secret reason for wanting them within the city.

Jurma's Jackals mercenary gang comprises the following shock troops.

JACKAL MERCENARY SERGEANTS (5) *(They are 3rd level lawful neutral (evil) human fighters, whose vital stats are HP 18, AC 15 (16). Their primary attributes are Strength, intelligence and Wisdom. Their significant attributes are strength 15. They wear a Chain Hauberk, and carry a longsword, large steel shield, heavy crossbow with, 20 bolts, 2 potions of cure moderate wounds, potion of haste.) They have a leadership rating of +3*

BLACK JACKAL MERCENARIES (30) *(They are 2nd level lawful neutral (evil) human fighters, whose vital stats are HP 12, AC 14(15). Their primary attributes are Strength, intelligence and Wisdom. Their significant attributes are strength 14. They wear a Chain Hauberk, and carry a longsword, large steel shield, heavy crossbow with, 20 boltsChains shirt, longsword, large wooden shield, light crossbow, 20 bolts, 1 potion cure light wounds.*

WAR PRIESTS OF THE KHAN (4) *They are 2nd level Lawful Neutral (Evil) human clerics whose vital stats are HP 12, AC 14 (15). Their Primary Attributes are Wisdom, intelligence and Constitution. Their significant attribute is wisdom 15. They wear a Chain Shirt and carry a Scimitar, small wooden shield, sling, 20 bullets, scroll of protection from evil, scroll of bless. Their Typically memorized spells are as follows: 0th-Detect Magic, Detect Poison, First Aid, Light. 1st-Bless, Remove Fear, Sound Burst*

MR. GONG *(He is a 5th level Neutral Evil human cleric of the Khan whose Vital Stats are HP 35, AC 19 (21). His Primary Attributes are Wisdom, intelligence and Constitution. His Significant Attributes are strength 15, wisdom 16. He wears +1 full plate and carries a +1 large wooden shield, +1 scimitar, 600 gp, 2 potions of cure serious wounds. His typically memorized spells are as follows: 0th-Detect Magic, Detect Poison, First Aid x2. 1st-Bless, Cure Light Wounds, Sanctuary, Sound Burst. 2nd-Hold Person, Silence, Spiritual Weapon. 3rd-Prayer.*

JACKALS WAR WIZARDS (3) *(They are 4th level, Neutral Evil, Human Wizards. Their Vital Stats are HP 9, AC 11. Their Primary Stats are Intelligence, constitution and Dexterity. Their Significant Attributes are intelligence 16, dexterity 15. They carry either a Wand of Sleep, Wand of Magic Missile or a Wand of Web (20 charges each), a quarterstaff, dagger and 129 gp. Their typically memorized spells are as follows: 0th-Detect Magic, Endure Elements, Light, Message. 1st-Magic Missile x2, Sleep, Shield. Protection from Arrows, Web x2)*

JACKAL SCOUTS (10) *(They are 3rd level, Neutral Evil, human Rangers. Their Vital Stats are HP 22, AC 14. Their Primary Stats are Dexterity, wisdom and Constitution. Their Significant Stats are dexterity 16, intelligence 14. They wear a +1 suit of studded leather and carry a +1 composite longbow, 20 arrows, battle axe, dagger and 50 gps.)*

JUMA DARK *(He is an 8th level Neutral Evil Human Fighter. His Vital Statistics are HP 51, AC 18 (20). His Primary Attributes are Strength, intelligence and Constitution. His Significant Attributes are strength 17, constitution 15, charisma 15. He wears a +2 chain hauberk, and carries a +1 battleaxe. +1 large steel shield, +1 ring of protection. Boots of speed, 3 potions of cure moderate wounds, 2 potions of invisibility.)*

A squad of the Jackals operates a heavy catapult mounted atop the three story square tower which they use as their barracks. Snipers are mounted there and at arrow slits on the floor below, attempting to pick off any enemies they can hit across the river.

R3. NORTH POINT BARRACKS

This square army barracks houses twenty members of the Duke's Army, stationed here to offer consistent fire against enemies across the river.

The statistics for these soldiers and their officers are identical to those found for sentries in Chapter IV.

There is a heavy catapult mounted on the top of their three story square tower. The walls and foundations of the tower have been enhanced with blessed firmament protecting them from magical assaults to the foundation of the tower.

Residents in this neighborhood bring hunks of stone to the garrison tower to be hauled up by winch and hurled back at the invaders.

R4. GARDEN GATE

Each tower of the Garden Gates houses a dozen city watchmen. The basement of each tower serves as local drunk tanks and overnight jails for lawbreakers hauled in during raucous evening soirees that once took place in the dockside and riverside areas.

CITY WATCH (15) *(They are 1st level lawful neutral, human, fighters, whose vital statistics are HP 8, AC 15 (16) Their primary attributes are Strength. They wear scale mail and carry a large wooden shield, spear, crossbow, 20 bolts and longsword.)*

WATCH SERGEANTS (3) *(They are 2ndst level lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or longspear.)*

WATCH CAPTAINS *(They are 3rdt level lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 16. They Wear Chain Mail, and Carry a Heavy Crossbow with 20 bolts, and a 2 handed sword, and 1d10 gp)*

A Ballista sits atop each of the gate towers. Like the gatehouses fringing the outer walls, these gates lock down with an iron portcullis. They do not have an oaken wooden gate as is seen in the outer gatehouses.R5. Dockside Gate. The Dockside Gate is identical to the Garden Gate in its makeup and complement of city watch officials.

R5. THE FOUR HELMS

Helms, as the locals call it is a rough and ready tavern popular amongst locals and various adventurers that travel to the Karboskian Marches. It is a frequent meeting place where petty nobility rubs shoulders with the working class. Since the invasion it has become one of the few spots that an honest person can still get a spot of ale or a quart of whiskey without it being watered down, though hardships have more than doubled the price of everything. Helms gets its name from a popular card game of the region played with only face card, aces and jokers where the winner is the one with the greatest number of high face cards in their hand, or a straight set ace, jack, queen, king called a court. A straight set of the same suit called a royal court is the highest hand in helms, and 4 kings called 4 helms being a good second. A pure hand always beats a hand with jokers, although a hand including both jokers and two jacks is called a conspiracy of fools…and the pot stays on the table. Official rules vary from place to place.

Helms is also run by the Back Alley Gang, though through a different device, this being the lovely Asalia, a close friend and alleged former lover of Galian, who is himself a frequent drinking partner of Azrael.

Asalia does a decent enough job keeping the peace without violence, being a performer of exquisite beauty leading many to suspect more than a drop of elvish blood flows in her veins. She is known for her persuasive skills, and has been seen to jump on the bar top and give a song and a dance to quell violence in her establishment after the boys have had their fun. Her cellar connects to the Snake Pit and Bleeding Sword and is used by members of the Back Alley Gang to pass through the city without notice from those dwelling topside. Asalia herself never goes in the basement, nor does she bother to ask what the true owners do down there, contenting herself to the running of operations above ground and for the most part above boards.

HELMS: BILL OF FAIR

Ugashtan Peat Whiskey:	2 gp / Mug
4 Helms Ale:	3 sp/ Pint
Karboskian Black Label Vodka:	2 gp/ Shot
Gilby's Amber Ale:	2 sp/Pint
Duke's Reserve Wine:	60 gp/ Bottle
State Room:	3 gp/night (guard posted outside the door)
Ordinary Room:	1 gp/night

ASALIA *(She is a 5th level Neutral Good human bard. Her Vital Stats are HP 25, AC 15. Her Primary Attributes are charisma and Dexterity. Her Significant Stats are charisma 16, dexterity 16. She wears a +2 ring of protection, and a +1 amulet of armor given to her by Galian at one point in time. She carries a +1 rapier, and has earrings and jewelry worth 150 gps.)*

HELMS BOUNCERS (4) *(These are 2nd level dual classed, neutral human fighter/rogues whose vital stats are HP 18, AC 15. Whose primary attributes are strength, dexterity and charisma. Their significant attributes are strength 14, dexterity 14. They carry a polished club, chainshirt and shortsword.)*



R 6. STATUE OF KING PIETER

This 50 ft high marble statue of King Pieter of Rodensia stands in the northeast corner of the Riverside District and depicts an inscription in old Rodensian where Pieter decreed the lands of the North to Duke Mandras Korbask I. It is considered Honorific to touch the foot of the King, despite the terminal relations between the Kingdom and the Duchy over the past few decades. For this reason the sandaled foot of the king gleams with a polished bronze color where the rest of the figure has taken on a deep green patina.

R 7. TRADESMANS GUILDHALL

This large structure serves as the guildhall for powerful merchants that trade in Dro Mandras, where the legal price fixing and agreements on weight and scales is decided from. Despite their power, the merchants must petition the Duke for authorized trade contracts within the duchy and he maintains an office of taxation at the Tradesmans Guildhall where the various merchants may easily pay their taxes to the duchy. Upon the Duke's recent return, a price freeze was initiated from Castle Mandras to halt the rampant inflation that stood to create huge war profits for the merchant class. Many within the guild openly detest the Duke for this dig at their bottom line, but all know that to speak too loudly against the Duke's policies during a time of war may result in charges of sedition and a very public hanging. That said, prices are still double their standard cost throughout the Duchy for the duration of the war. Nobles and their henchmen are exempt from the inflation as their purchases directly affect the war effort.

R 8. GUSHKA'S ARMOR REPAIR

Due to the reduction in metal supplies due to the war effort, Gushka has been reduced to operating an armor repair shop, fixing chain links, hammering out dings, and soldering rents in existing armors. Gushka and his assistants have had no shortage of work in this time of trouble. With inflation being what it is, the Duchess is paying the inflated difference in costs for all repairs done to gear worn by Dro Mandran guardsmen, and the dukes garrisoned troops within the city. All others are subject to inflationary prices times 3 the normal rate for repairs to their armor and gear.

> **GUSKA THE ARMORER** *(He is a 3rd level neutral human fighter, 2nd level artisan whose vital stats are AC 12, HP 34. His Primary Stats are Strength, intelligence and Wisdom. His Significant stats are strength 16. He wears leather armor and carries a +1 battle axe, a warhammer, and 200 gps.)*

Unlike his cross town rival Gundric, Gushka has no problem doing work for dwarves, but he does not possess the knowledge to work Umeshti Steel. His prices drop considerably if he also

has captured armor offered as metal compensation that he may repair, resell, or smith down into other creations.

R 9. ELUNDRA'S CROSSHAIRS

Elundra and her apprentices work non-stop, day and night through this time of troubles, crafting bows, arrows, crossbows and other missile weapons for the city watch, Duke's army and others who have the coin to purchase wares from her shop here in the Riverside. Due to costs and shortages of material, Elundra pays 3 times the normal cost via re-sale value, but charges 4 times the cost to any save the Duke's own forces and Dro Mandran city watchmen. As she points out, the gold itself is fairly worthless if the city is over-run. This being known, she also buys cane reeds, willow branches, yew, orange pinion, beast horn, sinew, gut, and other materials when they are brought to her from near and far. Due to the haste that she and her apprentices have been forced to work, any bows and crossbows sold here are actually at a -1 to damage that they would normally deal, despite their high price.

Elundra isn't trying to rip anyone off, she is just too busy to be as careful as she normally is in her craft.

ELUNDRA *(She is a 1st /4th, neutral good, human, ranger/ artisan. Her Vital Stats are HP 13, AC 12. Her Primary Attributes are Dexterity, Wisdom, and Intelligence. Her significant Stats are dexterity 14. intelligence 14. She wears leather armor and carries a composite longbow, 30 arrows, and a shortsword.)*

ELUNDRA'S APPRENTICES (5) *(These are human artisans 1st. Their Vital Stats are HP 2, AC 10. Their Primary Attributes are Physical. They carry artisans tools (10 gp value).*

R 10. RESIDENCES

Despite the crumbling of walls, the vast majority of the citizens of Dro Mandras who survived the invasion of Yorgach's forces dwell with family members in cramped houses and apartments here in the Riverside. All able bodied men and women have already been enlisted into the war effort, leaving behind a vast number of elderly and children. Troops stationed in the city often sleep in their own homes after their watch shifts are completed, leaving room for troops from the hinterlands and provinces to use the various barracks within the towers and bastions of the City. That said, the Riverside is the most over-populated quarter of the city at this time, with the majority of civilians and citizen soldiers being stabled here. Thus far the Duke has insured that the folk have gotten fed and clean water. So long as these two factors remain unhindered, they should be able to avoid full scale food riots, though the harsh winter fast approaches.

The typical residence is a three room apartment comprised of a living space that serves as kitchen and two bedrooms. The average apartment building is two-three stories tall with about six apartments per floor. There are roughly 120 such apartments in the Riverside area. Currently there are 8-10 people living in eace apartment.

There are a number of single family homes in the district as well. These are owned by wealthier residents, who are often as not also merchants of some sort. Their homes are two to three story tall stone and brick structures with a wooden roof. Each floor has 4-6 rooms of various size. Though not as overpopulated as the apartments these homes feel the strain of refugees and have up to ten residents and servants staying with them. Many of the owners of private residences have taken to hiring guards to stand watch over their house for fear of burglaries by other refugees.

R 11. RIVERSIDE STORES

The Riverside Stores are currently heavily defended and serve as a point of contention between hungry residents whose children eat infrequently. The Stores currently hold enough food to keep a rationed supply of wheat and barley for the population of East Riverside for two full weeks. The food could be extended a month with half rations. If the orcs were somehow able to burn the Riverside Stores or some agents of the Rhodensian princes were able to somehow spoil the food, the cities morale would be crushed.

There are 10 heavily armed guards on duty here at all times. Their statistics are similar to those described at area R-3.

CHAPTER IX: THE ADVENTURES

Adventure 1: Kidnapping The Duchess

This adventure involves a planned attempt to kidnap Duchess Vulsia Illian. The adventure involves a very complicated plot that requires a good deal of role playing, though may as many things devolve into solutions requiring sharp swords and explosive magic power. Suggested levels for this adventure are 5th +.

THE BIG SETUP

In this scenario the PCs become aware of a kidnapping attempt of Duchess Vulsia by the Rodensian spymaster Targig Kraous. The Rodensian has been hired by Prince Bermillian of Rodensia in an attempt to revenge himself upon Duke Mandras V once and for all for his sleight.

THE ASSASSINS PLOT

Targig Kraous has developed a very complex plot with which to snare Duchess Vulsia from Castle Mandras. Targig has gathered a detailed map of the floor-plan of the castle and memorized the guard patrols. He knows the comings and goings of Vulsia's advisors and personal bodyguards. Targig's plan is quite ostentatious. He seeks to gather PCs as willing accomplices or witless patsies in creating a diversion that allows him access to the private chambers of the Duchess. Once there Targig intends to drug her, snatch her up and escape via rope across the castle walls to the secret location where his Rodensian allies await. There they intend to ride with haste to Revenger, his awaiting ship and sail south to Rodensia, leaving the PCs behind to be executed for their unwitting (or willing) participation in his plan.

RUNNING THE ADVENTURE

The kidnapping of the Duchess is an adventure that unfolds over three specific events in three areas of Dro Mandras and its environs. The events are listed in the order that they take place to the PC. The locations specific locations are referenced in the events and are either found in the main text descriptions of the city, or are detailed after the events section for ease of reference while running this adventure.

THE ADVENTURE BEGINS

EVENT 1: SACHA'S TALE

This event takes place in one of the taverns or inns that the PCs have chosen as a place to stay and occurs in the mid morning before they set out to do any exploring or look for trouble. This tavern may be any of those detailed in the city descriptions section of West Dro Mandras.

This Event takes place when Targig Kraous the Rodensian spymaster comes to the PCs in the guise of a Rodensian merchant named Sacha. Sacha claims to be a friend of Sonia Ustlena of Rodensia, a lesser member of the nobility and a childhood friend of Duchess Vulsia. Sacha claims to have a document that details an assassination attempt on the Duchess and can produce the scroll which bears Sonia Uslena's personal seal.

Sacha further claims to have attempted to give the document to the Duchess's protectors Lords Roskenbled, and Lord Dietchom, but was rebuffed at Castle Mandras as an untrustworthy Rodensian spy. Sacha surmises that since the PCs do not appear to have the caste of Rodensians about them, they may be successful where he had failed.

Sacha offers the scroll to the PCs and instructs them to take it to a tavern in the Riverside known as Helms that evening, where Lord Roskenbled should arrive on his weekly night off to have drinks, tell some stories and play a few hands of cards. The PCs are likely immediately distrustful of Sacha, who has several good answers for any of their concerns, and being a well off merchant offers to sweeten the deal with up to 200 gp, paid 50gp in advance and 150 gp on delivery, as he feels that it is so important to the Duchess's safety.

PC OPTIONS

At this point of Event 1 the PCs may have several options as to how to proceed. These various options are bulleted below and offer a variety of options which the PCs may take. It is understood that not all of the possibilities have been listed, as PCs are a wily bunch who may very well take a tack not initially imagined by the author!

- **INVESTIGATING SACHA**

PCs may expend many possibilities in investigating Sacha, such as magic, asking questions or trailing the spymaster.

Scrying spells to read Targig's mind in his Sacha disguise are hindered by Targig's ring of mind shielding, as are any paladin attempts to detect his alignment which reads as neutral.

SACHA'S TALE: TRUE LIES

Undoubtedly PCs should wish to explore Sacha's tale, and the scroll he offers even if they are convinced of his story initially. The prudent warrior frequently lives to fight another day after-all. Listed below are several of the questions PCs may have about Sacha's tale.

It is noted that several portions of Sacha's tale check out if the PCs take the time to investigate. Listed below are bits of information the PCs could look up or examine that may help them better survive this adventure without being hung by the Duke for treason.

1. SONIA USTLENA

The Duchess did indeed have a friend named Sonia Ustlena, who spied for the Duchy of Karbosk but was uncovered recently and captured by Targig Kraous. Targig tortured the information from poor Sonia before she died. Targig has used her seal to legitimize his forgery.

2. THE SCROLL

The scroll, by all intents and purposes appears to be a legitimate letter penned in a ladies hand, detailing a plot that would place the Duchess in the sights of a Rodensian assassin as revenge for running off with Duke Mandras V. The plot names several members of her retinue who have blood ties to Rodensia, or deep gambling debts with the Back Alley gang that would be secured with an infusion of Rodensian gold.

TARGIG'S SCROLL

The scroll appears to be an ordinary scroll, protected with both magical enchantments and a hard wax seal.

Removing the seal upon the letter would require a rogue to make a successful open locks check (CL 7) to avoid ruining the seal, so that the letter would appear to have been tampered with.

Casting *detect magic* on the spell reveals that it appears to have some sort of magical enchantment upon it, but the source of this magic is highly specialized and would only be revealed to the hands of a powerful mage, and may hide some secret message.

The scroll is actually affixed with a powerful magical/alchemical solution prepared by Ixium and commissioned by Targig. Ixium has no problem with Targig's plot as he only needs the Duke to destroy the forces of Yorgach. Ixium assumes that the Duke should sufficiently weaken himself destroying Yorgach's armies to the degree that Ixium may finally make his play for power and take command of the Duchy for his own masters deep in the caverns of Ulgakur.

A wizard or assassin may make an intelligence check (CL 11) in order to determine the nature of the deadly compound infused into the scroll. Success by more than 5 also gives a clue to the source of the scroll (Ixium) and success by 10 or more locates the exact magical imprint Ixium leaves on his work, implicating him in the treasonous event!

If either Lord Roskenbled or Lord Dietcolm open the scroll, a deadly magical/alchemical compound trained specifically to the men is unleashed. The lords must make a Save vs. Poison (CL 11) or die instantly. If the men succeed, the men are struck comatose for 1d4 days.

3. SACHA IS A RODENSIAN WINE MERCHANT

Asking around about Sacha gleans only that he is a fairly well off Rodensian wine merchant who has access throughout the old kingdom of Rodensia and its surrounding duchies. As far as anyone knows his story is legitimate, though it is suspected that Sacha has some underworld connections that grant him free passage between the various provinces.

4. SACHA TRIED TO GIVE THE SCROLL TO ROSKENBLED AND DIETCHOM

This turns out to be a lie, however few would know the truth. Sacha previously sent a different dupe to Castle Mandras in an attempt to give off the scroll to the targets, and that fellow was sent packing, much as he would have suspected. The scroll that the fellow carried was not indeed the same scroll, but merely a ruse to test out the defenses set in place for the protection of the Duchess. That said, guards at the Castle may recollect that someone came by with an important scroll, but that they sent the fellow packing and asked why he wasn't in the army defending the city against the foes in East Dro Mandras.

- **PCS FOLLOW SACHA**

Allow the PCs to follow Sacha if they should wish to do so. Sacha uses all of his assassins stealth tactics of dodging into alleyways, hiding, moving silently and distractions in an attempt to lose the PCs shortly after their meeting (whether they take the job or not). Allow for an interesting chase through the streets of Dro Mandras from the meeting point (chosen at the CK's discretion). This is an event where the CK should use the PCs ability to track, or notice hidden objects vs. a silently moving opponent. It is strongly urged to use rolls made for Sacha as the basis for the PCs attempts, though other CKs will undoubtedly "Can" the chase and either allow the PCs to catch him or not. Once Sacha makes the city walls he boards an awaiting horse held by three of his compatriots and rides for Revenger Bay. (See the Revenger Bay section for stats of Targig's crew.)

If the PCs manage to follow Targig to Revenger Bay, they discover the Revenger if they had not done so already. The PCs may attempt to spy on the camp and draw their own conclusions as to the purpose of this mysterious smuggling ship. Likewise they may continue to spy on Targig to attempt to discern his intention. Should the PCs perform stealthily in their endeavor, they should be able to track Targig and his band to their hiding place not far from Castle Mandras.

If Targig (Sacha) gets away from the PCs, then allow the PCs to make whatever decisions that they choose to make as to how to proceed with the plot from this point.

- **PCS ATTEMPT TO CONTACT THE DUCHESS**

If the PCs investigate the scroll, and use magical or other means to determine the danger of the letter, it is possible that some members of the party may wish to make attempts to preemptively contact the duchess with concerns for her safety. Being strangers to Dro Mandras, and initially unknown to the Ducal family and their retinue, access to Castle Karbosk is practically impossible.

A PC knight would be able to demand and receive food and lodging within the castle walls. Such access would grant only access within the walls of the castle itself, stable for his mount, repair of his gear and board for so long as he needed it. The expectation would of course be that he repay this hospitality in some form with compensatory service to the Duke, such as doing battle on his behalf.

Should the PC knight come bearing the letter after accepting the hospitality of the Duke and Duchess, it would be a matter of skillful role play for the knight to be able to convince the duchess of the peril she is in.

If the Knight (or other PC, such as a Paladin, Bard, Cleric, ect) is successful in gaining the attention of the Duchess, Targig's plan is no doubt thwarted.

If the plan is thwarted in this manner, Targig still attempts the kidnapping but is ambushed by Dietcolm and his men. The fight is brutal and swift, and it is possible that the PCs may be invited in on the ambush.

On Roskenbled's suggestion, he shall fake his own death with the help of the PCs and a false scroll. As the watch whistles are sounded, Targig and his assassins make their way into the castle. The PCs are led out of the city quickly and quietly with the "body" of Roskenbled and all return to the castle swiftly, just as Targig invisibly slips over the wall and attempts to meet up with the men guarding the horses and make a mad dash to the Revenger… only this time, without the Duchess!

If this plan of action works the Duchess is in the debt of the PCs, as are Roskenbled and Dietchom and the Duke.

- **PC INACTION**

Inaction includes not taking the job, or any other actions that result in them telling "Sacha to shove off."

If the PCs take no action, another patsy is hired, and the Duchess is Kidnapped, Lord Dietcom is murdered in Targig's Raid, as is Lord Roskenbled, and Lady Ulda, as they attempt to fend off the kidnappers. PCs are hauled into the Sheriffs Bailey and interrogated by Sheriff Arn Porski as witnesses remember seeing the PCs in a conversation with the Rodensian and are now suspects in the kidnapping. What happens next depends on RP and actions taken between PCs and CK.

EVENT 2: THE POISONED PAGE

In this section the attempt is made on the life of lord Roskenbled. The PCs as intermediaries and patsies for Targig, may be the deliverers of the letter, or the letter may be delivered by an alternate should the PCs have chosen to turn down "Sacha's" rather generous offer. Regardless of the PCs decision the letter is eventually delivered to Roskenbled at the Helms.

- **PCS CHOOSE TO DELIVER THE SCROLL**

Whether the PCs have investigated the scroll and gleaned anything of its nature or not, the following occurs if the PCs attempt to deliver the scroll to Helms as scheduled.

In order to deliver the scroll the PCs must first get themselves to Helms or attempt to interdict Roskenbled and his bodyguard between Castle Mandras and the City sometime in the evening. Roskenbled never takes the same route to Helms, however he always enters the establishment through one of its secret entrances.

Roskenbled's bodyguards are as tough nosed as they come, and keep folk who are unknown to the Lord away from him, leaving it to their master to decide if someone is a friend or foe. Mostly they consider everyone a foe and tell them to beat it should anyone attempt to hassle their master.

Should they succeed, Roskenbled reads the scroll and must make a Save vs. Poison or Die. Should Roskenbled succeed in his save, he is rendered comatose for 1d4 days. Guards and tavern patrons immediately spring to action in an attempt to apprehend the PCs and an alarm is sounded sealing the city quarter from escape attempts.

If the PCs are apprehended, they are placed in the Sheriffs Bailey, tortured for any information they may have, and scheduled for execution the next day. If they fight their way out of Dro Mandras, they are declared outlaws and a sizeable bounty placed on their heads.

In this event, Turgig succeeds in kidnapping the Duchess (unless the PC party is split and they find some other means of stopping the kidnapping), and Lord Dietcolmb and the Duchess's lady in waiting, Lady Ulda are both slain by Targig and his band during the kidnapping attempt. The Duke and Duchess's children are spared as they live in a separate tower from their mother, and are under even heavier guard.

As noted, it is possible in this scenario that PCs may be laying in wait to interdict the kidnap attempt somewhere along the trail that leads from Castle Karbosk and the Revenger's hidden bay. In this event combat occurs normally between Targig and 1d4 of his band. Proceed to Event 3: Targig's Escape.

Should the PCs defeat Targig and the band, the Duchess is rescued and the PCs who assisted in the rescue are now heroes of the Duchy! (Unless of course the party consists of evil miscreants who decide to ransom the Duchess for their own personal gain, but that is a tale left for the CK to tell!

EVENT 3: TARGIG'S FLIGHT

This event details Targig's attempted escape from Dro Mandras with the Duchess as his hostage. Targig makes the straightest move to the ship, as time is of the essence in this plot. The PCs may intercede at any point along his path should they have had the foresight to spy out his movements prior to the kidnapping.

The moment that the alarm bell is sounded from Castle Mandras (see the timeline listed above), Targig and his band of conspirators make their dash to their horses and from there to Revenger Bay and Freedom.

The distance between Castle Mandras and Revenger Bay is roughly 15 miles, which by horse takes roughly an hour in the dark. PCs may increase their speed in a variety of ways by using spells that grant (Dark Vision), or races such as elves and dwarves which have night vision, allowing them to overtake Targig should the following factors be in play.

- The PCs are familiar enough with Targig or some item on his person that they would be able to use scrying magic such as clairvoyance/clairaudience to target his location.
- The PCs have spied out Targig and know where his mounts and conspirators are hidden.
- The PCs have discovered or know the location of Revenger Bay.

If the PCs have been taken prisoner, or not had the foresight to investigate Sacha/Targig further, then the Duchess is indeed kidnapped and sent to Bermillian's castle in Rodensia. The PCs may of course attempt to use magical methods to locate the Revenger at sea or any other tactics that they can think of in order to clear their names, should they be implicated in the plot (via delivering the letter) or other actions.

Successfully Completing The Mission

Depending on the needs of the PC party, success could involve willingly helping Targig in his plot, or the more common tactic of halting his scheme and capturing or slaying him before he can make his escape via the Revenger.

REVENGER BAY (Adventure Location)

Revenger Bay is found along the southwestern coastline in a hidden cove camouflaged by stands of tall trees, and small heavily forested islands. Revenger Bay may be used as part of the ongoing Kidnapping scenario, or discovered as an area of adventure by PCs prone to intuitive exploration of their environment.

A. LOOKOUT

A Rodensian pirate hides atop a tall maple tree at the entrance of the path which leads to Revenger Bay. In daylight the lookout has a view of nearly a half mile. During evening hours his view is reduced to somewhere in the range of 200 feet.

> **LOOKOUT** *(He is a neutral evil human, 2nd level rogue. His vital statistics are HP 8, AC 13. His primary attributes are Dexterity, Intelligence, and Wisdom, His significant attribute is dexterity 14. He carries a saber (1d6 damage), and wears leather armor. He has 10 gp, and 15 silver pieces.*

The lookout gives a bird whistle warning to the guards at the bottom of the hidden path, who prepare any of the pirates in the camp for intruders.

B. HIDDEN PATH

A hidden path requires a successful wisdom check vs. Challenge Level 5. A pair of pirates guard the bottom of the pathway, double that number if the lookout is able to signal a warning.

PIRATE GUARDS (2 OR 4) *(they are neutral evil humans, 2nd level rogues. Their vital statistics are HP 8, AC 13. Their primary attributes are Dexterity, Intelligence, and Wisdom. Their significant attribute is dexterity 14. They carry a saber (1d6 damage), light crossbow, 20 bolts and wears leather armor. They have 10 gp, and 15 silver pieces.)*

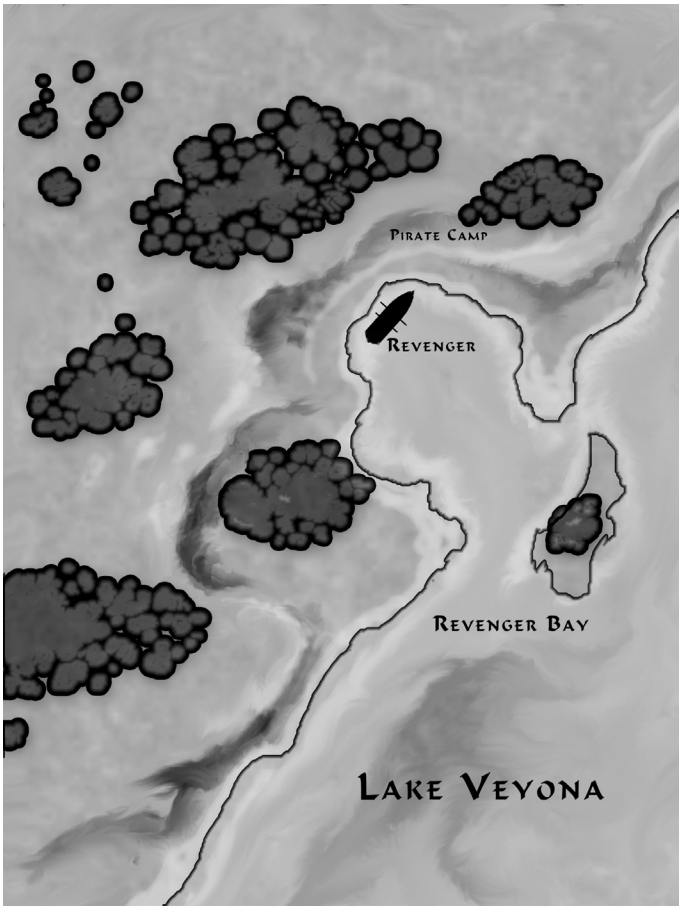
If warned of intruders, the guards hide in the bushes with crossbows, signal for others from the campsite to join them, and prepare an ambush.

C. PIRATE CAMP

The campsite typically has around 15 pirates hanging camping along the shore, with the remainder of the crew aboard the ship. If the camp is encountered during night time hours on any other night than the night of the kidnapping there is a 50% chance that any individual member of the crew encountered is drunk with a 10% chance that a drunken pirate is already passed out.

On the night of the kidnapping there are only 8 crewmen on the shore, tearing down the campsite, and waiting to row Targig and his assassins to the ship.

PIRATE MARINES (3-8) *(They are neutral evil human 2nd level fighters. Their vital statistics are HP 14, AC 13. Their primary attributes are Strength, Dexterity, and Constitution. Their significant attribute is strength 14. They carry a saber (1d6 damage), light crossbow, and wear studded leather armor. They have 25 silver pieces and 5 gold pieces each.*



OFFICERS (2) *(They are neutral evil human 3rd level rogues. Their vital statistics are HP 12, AC 15. Their primary attributes are Dexterity, Strength, Charisma. Their Significant Attribute is dexterity 15. They carry a saber (1d6 damage), light crossbow, and wear studded leather armor. They have 30 silver pieces and 20 gold pieces each.*

There are two lifeboats beached along the shore of Lake Veyona. Each lifeboat holds about 16 passengers.

THE REVENGER

The revenger is a swift sailing ship twenty feet broad and eighty feet long with a crew of twenty privateers. As of the start of the encounter with the Revenger, up to half of the crewmen are on the shore, leaving a eight pirates to man the ship and have it ready to sail at a moments notice.

1. MAIN DECK

Four crewmen are on the main deck of the ship at all times, insuring that the vessel is properly rigged and ship shape. They attack anyone who is not in the presence of the captain, first mate, or Targig on sight.

PIRATES (4) *(They are neutral evil human 1st level rogues. Their vital statistics are HP 5, AC 14. Their primary attributes are Dexterity, Strength, Charisma. Their significant attribute is dexterity 14. They carry a saber (1d6 damage) light crossbow, 20 bolts, and wear leather armor. They have 1d8 pieces of silver and 1d4 pieces of gold each.)*

1A. Cargo Winch

This winch is used to haul heavy cargo aboard the Revenger and lower it below decks into the cargo hold.

1B. Bilge Pump

Similar in design to the cargo winch, the bilge pump is used to pump water out of the lower decks and bilges in the event the Revenger begins to take on water.

1C. Hold Hatch

This hatch serves as the entrance to the crew quarters and cargo hold.

2. CROW'S NEST

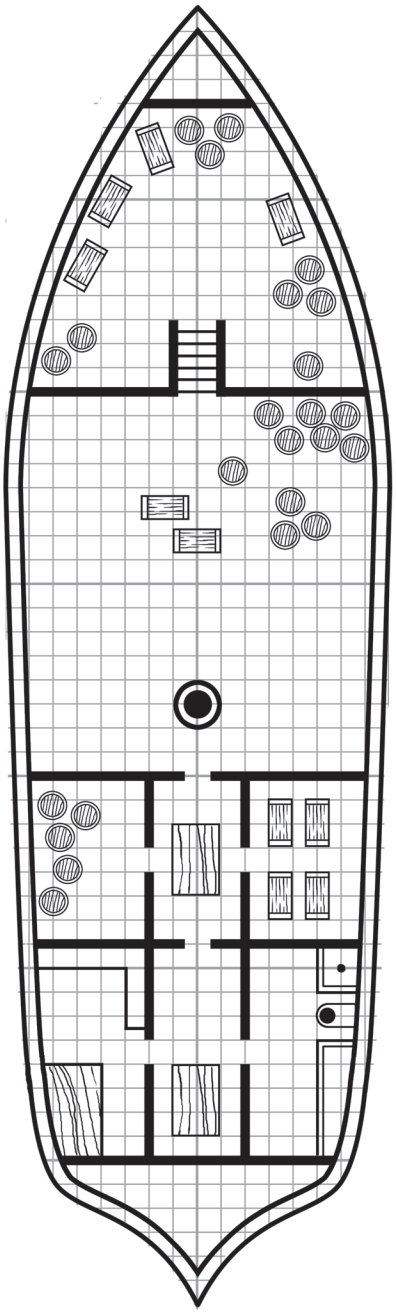
A pirate lookout man's the Crow's Nest at all times. His statistics are identical to those detailed on the main deck. If he notices PCs approaching the Revenger, he alerts the other crew-members, who rouse any sleeping or resting pirates in the crew quarters below deck.

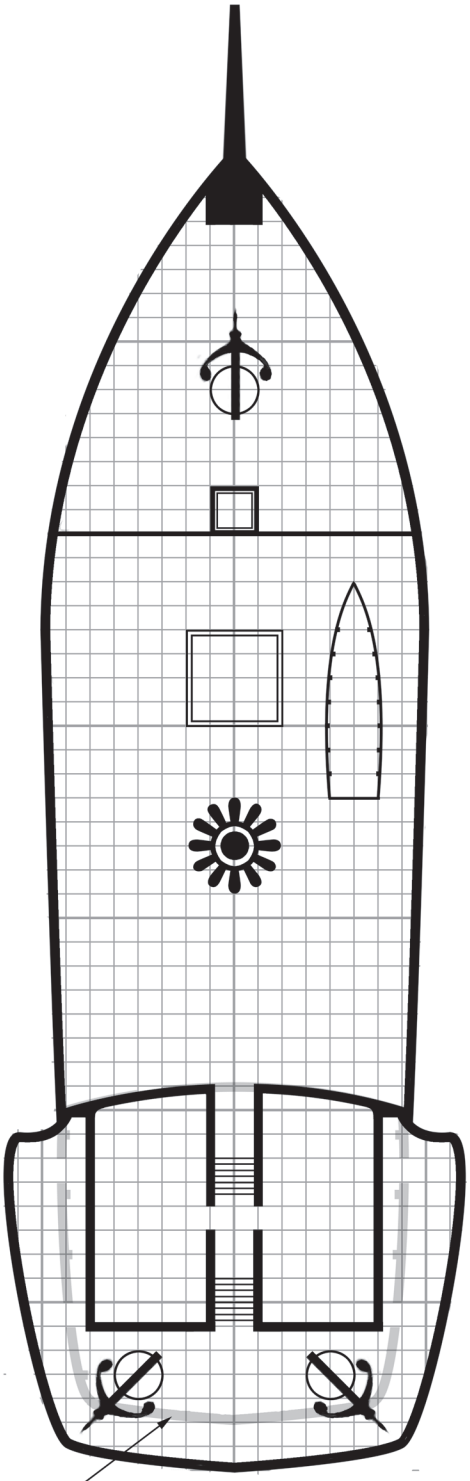
3. FORWARD BALLISTA

At the bow of the ship sits a ballista hitched with a 100 ft. length of mooring cable made from strong hemp rope. This ballista is used to grapple target ships well out of reach of crewmen who

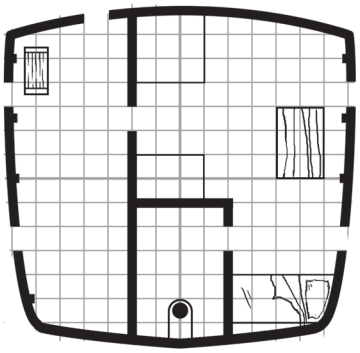
Revenger

1 square - 2.5 feet





Captains Quarters



would cut any grappling lines. It requires 3 crewmen to operate, with one to aim and fire, and two to reload and man the winch which draws the ship towards its prey.

The range and damage of a ballista are detailed in Chapter IV.

4. AFT BALLISTA AND SHIP'S WHEEL

This deck contains the ships wheel and the ballista. The wheel is currently chained and overseen by one pirate (stats identical to those above). Behind him an un-manned ballista rests. It is unloaded though ammunition rests on a rack next to the weapon platform.

5. CAPTAINS QUARTERS

The Captain's Quarters are small but lavishly decorated with silks, satins, furs, and expensive paintings gathered as plunder from a dozen successful interdictions upon Lake Veyona. These quarters are also affixed with velvet lined golden manacles attached to a plush divan that is likewise bolted to the floor(Challenge Level 5 to open lock). The key is in the possession of the Captain. They are intended for use on the Duchess should she give Targig or the Captain any troubles.

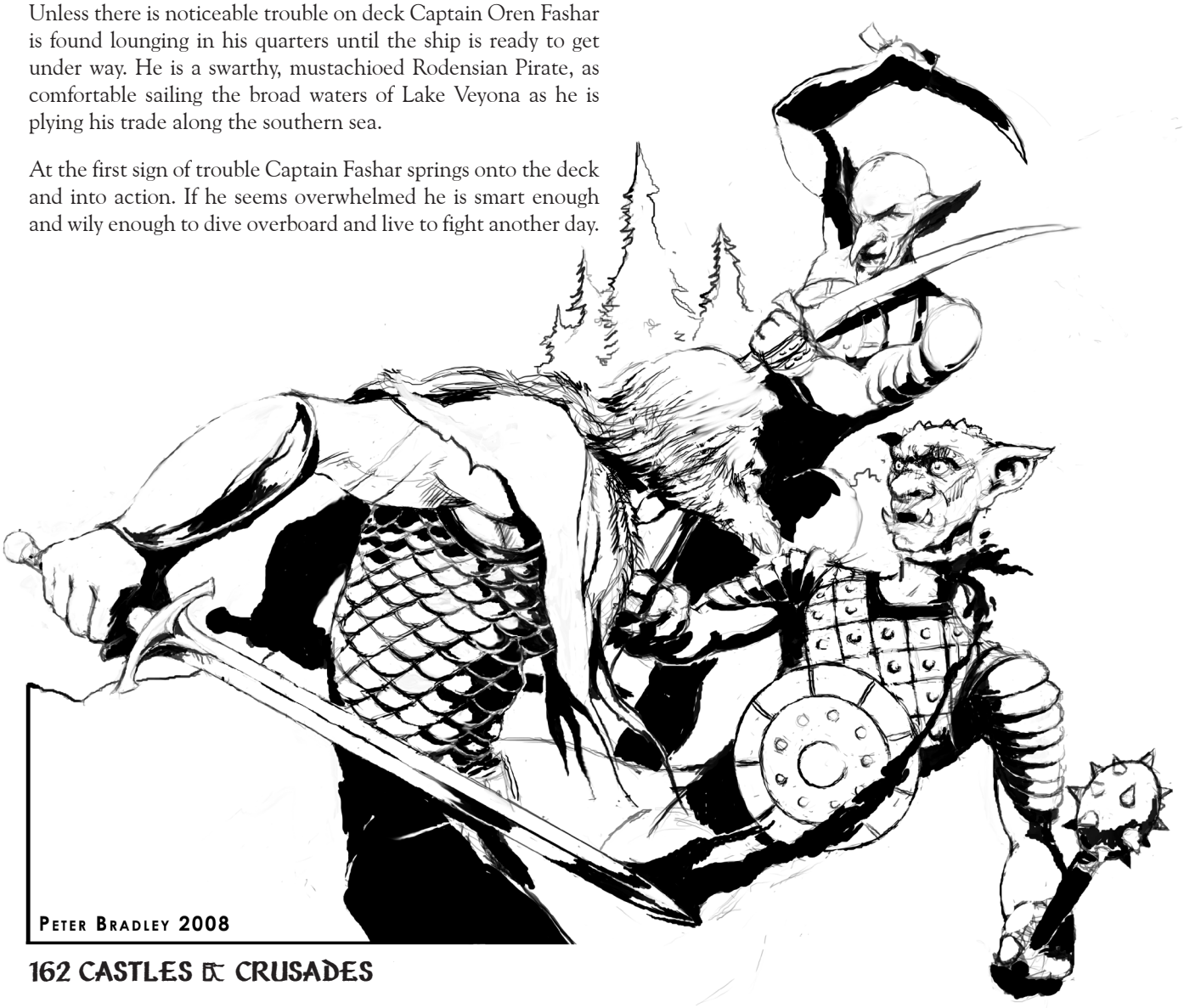
Unless there is noticeable trouble on deck Captain Oren Fashar is found lounging in his quarters until the ship is ready to get under way. He is a swarthy, mustachioed Rodensian Pirate, as comfortable sailing the broad waters of Lake Veyona as he is plying his trade along the southern sea.

At the first sign of trouble Captain Fashar springs onto the deck and into action. If he seems overwhelmed he is smart enough and wily enough to dive overboard and live to fight another day.

CAPTAIN OREN FASHAR *(He is a neutral evi,l human, 4/4th level fighter/rogue. His vital statistics are HP 30, AC 16. His Primary attributes are Strength, Dexterity, and Charisma. His significant attributes are strength 16, dexterity 16, and charisma 14. He carries +3 bracers of armor, a +1 ring of protection, a +2 sabre (1d6+4 due to his great strength), and a light crossbow with 20 +1 bolts. For medicinal purposes he carries a 100 gp bottle of rum, and 3 potions of cure light wounds.)*

A locked chest next to his desk (CL 4) contains 1800 gps in various gems, coin, and jewelry. The chest is trapped with a poison needle trap (CL 4) that deals 1d6 points of constitution damage to a rogue who fails to disarm it before opening the chest. Documents within the chest include orders from Prince Bermillian for Captain Fashar to assist Targig Kraouse in every way until Kraouse's mission is successful and a reward of 5000 gps and letters granting him full license as a Privateer for House Bermillian should they succeed.

NOTE: Should the PCs encounter and run afoul of the Pirates before Targig has had a chance to start his kidnapping plot, his plan is terminated for the time being.



Adventure 2: Wurgrun's Raiders

If the PCs ally themselves with Wurgrun's Raiders, Wurgrun suggests his bold plan of taking canoes across the river from a lightly wooded point a quarter mile to the north of the city at dawn's first light. He knows that at this hour just as the sun rises the goblinoid forces on the north-eastern banks are at their weakest. By starting a mile north of the construction site they should be able to hug the banks of the river and disembark without being noticed. His intent is to burn the construction site of their invader's siege engines and towers. His reasoning: their eyesight is at its worst as the sun rises. Second, his scouts have observed that it is just before the end of a watch cycle on the western banks, thus the goblinoids are tired and lethargic. Third, the goblin sappers have worked all night constructing new siege machines, and the second crew of workers are still sleeping in their sty's, where they remain until late afternoon. Killing the goblin sappers is the key to victory, as it will draw goblins away from their digging operations in East Dro Mandras to rebuild any destroyed equipment, and is a tick against the Blood Drinker tribe, potentially causing further squabbles between orc forces.

The plan seems to most to be an obvious suicide mission, for not all of Yorgach's minions are virtually blinded in the daylight hours, and a clear view of the assault may well be obvious from its onset.

This adventure may be run using the Tides of Battle mass combat system by Troll Lord Games, or without, simply using the map as a guide and strong assumptions on the part of the Castle Keeper, based on the successes of PCs as they engage enemy forces. I.E. If the PCs are winning, the Ugashtan are winning. If the PCs are suffering and forced to retreat from battle then so too do the Ugashtan.

SUGGESTED LEVEL OF PLAY

This adventure is designed for characters of 3-6th level, though may be scaled with higher or lower level challenges for use in any campaign.

THE BATTLE FORCES

Detailed below are the battle forces with their statistics for both Tides of Battle and standard encounter Castles & Crusades Siege Engine Mechanics. This is done two fold. For one the Tides of Battle system easily breaks down forces into manageable chunks. Second, PCs as heroes face off with squads on an individual level, so their statistics are necessary to replay the PCs actions in any given action adventure scenario.

UGASHTAN FORCES

UGASHTAN WARBAND (BARBARIAN 1); 8 squads

SIZE/RATIO: Medium/ 5:1

HD/UHP: 1d12/UHP 30

MOVE: 30 ft.

AC: 14(15) Mail Shirt, Large Wooden Shield

ATTACKS/AB: Bastard Sword (1d10+1)/AB +1

SQUAD FORMATION: HP 30, Bastard Sword (1d10+7)/+10 AB

SPECIAL: Combat Sense (opponents receive no flank bonus; back and rear attack bonuses halved), Deerstalker, Intimidate, Primeval

PRIMES: Constitution, strength (15), Wisdom

MORALE: +1

SPELLS/SPELL LIKE ABILITIES: None

UGASHTAN WARBAND BLOOD BROTHERS (Human Barbarian 3) 2 Squads

SIZE/RATIO: Medium/5:1

HD/UHP: 3d12/90 UHP

MOVE: 30 ft.

AC: 15 (Mail Shirt, Large Wooden Shield)

ATTACKS/ATTACK BONUS: Bastard Sword (1d10+1)/+3 AB

SQUAD FORMATION: HP 30, Bastard Sword (1d10+7)/+10 AB

SPECIAL: Combat Sense (opponents receive no flank bonus; back and rear attack bonuses halved), Deerstalker, Intimidate, Primeval Instincts; strength 13

SAVES/PRIMES: Constitution, Strength, Wisdom

FACE: 10 ft. (1 inch)

MORALE: +3

SPELLS/SPELL-LIKE ABILITIES: None

UGASTHAN WARBAND BLOOD BROTHERS (10) *(They are chaotic neutral Human Barbarians whose vital statistics are Hp 22; AC 14 (15), Their primary attributes are Strength, Constitution, and Wisdom; Their significant attributes are strength 15, constitution 15. They carry a mail shirt, large wooden shield, bastard sword, a short bow with 20 arrows, torches and 4 flasks of oil.*

UGASTHAN WARBAND BARBARIANS (40) *(They are chaotic neutral Human Barbarians whose vital statistics are Hp 10; AC 14 (15), Their primary attributes are Strength, Constitution, and Wisdom; Their significant attributes are strength 15, constitution 15. They carry a mail shirt, large wooden shield, bastard sword, a short bow with 20 arrows, torches and 4 flasks of oil.*

WURGRUN *(He is a chaotic neutral Human Barbarian 5 whose vital statistics are Hp 42; AC 17; His Primary attributes are Str (17), constitution and Wisdom; His significant attributes are strength 17, constitution 15, and charisma 15. He carries a. +1 two handed hammer,+2 chain hauberk, longbow, 20 arrows, 2 potions of cure light wounds, 5d6 gp in jewelry and various coin. Wurgrun's Command Presence is 60 ft. He has a Leadership Rating of +7.*

UGASHTAN SUB-CHIEFTAINS (2): *They are chaotic neutral Human Barbarian 4 whose vital statistics are Hp 26; AC 16; Their primary attributes are Str (16), Con and Wisdom;Their significant attributes are strength 16, constitu-*

tion 14. They carry a Longsword or battleaxe, wear, Hide Armor, Large Wooden Shield, Longbow, 20 arrows, war horn, 3d6 gp worth of jewelry and various coin. The Sub-Chieftains have a command radius of 30 ft. and a Leadership Rating of +3.

Wurgrun's Sub-Chieftains typically imbed themselves with their elite squads of blood brothers granting their unit a one time bonus of +4 to hit during the course of the battle.

CRUJAK'S BLOOD DRINKER'S FORCES

GOBLIN SAPPERS; 4 SQUAD (40 GOBLINS)

SIZE/ RATIO: Small/10:1

HD/UHP: 1d6/20 UHP

MOVE: 20 ft.

AC: 15

ATTACKS/ATTACK BONUS: Light Pick (1d6) or Grenade (2d6, hurled)/+1 AB

SQUAD FORMATION: HP 4

SPECIAL: Darkvision 60 ft. tunneling, combat maneuver: goblin swarm

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

The sappers have 3 grenades each, with a range increment of 15ft, effecting an area of 10ft. for 2d6 points of damage. Grenades may be used to clear areas of spikes and like impediments.

ORC BLOOD DRINKER TRIBE: 14 SQUADS (70 ORCS)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d8/20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/ATTACK BONUS: Longsword (1d8)/+1 AB or Battle Axe (1d8)/+1 AB or Shortbow (1d6)/+1 AB

SQUAD FORMATION: HP 6, Longsword (1d8+4)/+5 AB or Battle Axe (1d8+4)/+5 AB or Shortbow (1d6+4)/+5 AB

SPECIAL: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

ORCS (50) *(These Lawful Evil humanoids' vital statistics are HD 1, hp 6, and AC 13. Their primary attributes are physical. They have battle axes (1d8 damage).*

ORC SERGEANTS (5) *(These Lawful Evil humanoids' vital statistics are HD 2, hp 13, and AC 15. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8+2 (for exceptional strength) damage). He has a command radius of 30 ft. (strength based) and a Leadership Rating of +4 (strength based)*

CRUGAK BASTARD OF JERAK *Orc equivalent fighter 5 (Lawful Evil medium humanoid whose vital statistics are HD 5 (d10), hp 40, AC 15. His primary attributes are physical. He attacks with a +1 battle axe (1d8+3) due to magic and his great strength). Possessions, breastplate, +1 battleaxe. He has a Command Radius of 70 ft. (Strength Based) and a Leadership Rating of +7 (Strength Based)*

Crugak, known as the bastard of Jerak is unclaimed by Jerak as one of his true sons, until he can prove himself worthy of being claimed by Jerak the Virile. This suits Crugak just fine, as most of Jerak's claimed sons end up dead by their fathers own hand. This said, there is a definite familial resemblance and proclivity for cruelty shared by Crugak and Jerak.

BLACK CLAW GNOLLS; 4 SQUADS (8 GNOLLS)

SIZE/RATIO: Large/2:1

HD/UHP: 2d8/21 UHP

MOVE: 30 ft.

AC: 15

ATTACKS/ATTACK BONUS: Heavy Flail (1d10)/+2 AB or Composite Longbow (1d8)/+2 AB

SQUAD FORMATION: NA

SPECIAL: Darkvision 60 ft., gnollish combat maneuver (dirty dogs)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +0 (**SPECIAL:** Gnolls require a moral check after taking 20% casualties)

SPELLS/SPELL-LIKE ABILITIES: None

GNOLLS(8) *(Large Chaotic Evil Humanoids whose vital statistics are HD 2, hp 11, AC 15. Their primary attributes are physical. They attack using short bows (1d6) or battle axes (1d8). Possessions: 2-8 sp, short bow, 20 arrows, battle axe).*

MANGEERU *Gnoll Equivalent Ranger 4 (Chaotic Evil, large humanoid whose vital statistics are HD 4 (d10) + 2 (d8), hp 38, BtH +5. His primary attributes are physical. He attacks with a +1 Two handed sword (2d5+3) due to magic and his great strength) or Composite Longbow (1d10) due to its large size. He carries a +1 two handed sword and a large sized composite longbow and a 100 gp ivory and platinum necklace. He has a Command Radius of 40 ft. and a Leadership Rating of +4.*

Mangeeru is a lesser chief in the Black Claw gnoll tribe. The tribe has worked rather efficiently in foraging for the occupation forces. Mangeeru and his gnolls have brought 30 captured

refugees to trade to Jerak for plunder the Blood Drinkers have gathered in the city. The refugees are tied neck to neck with rawhide thwangs.

Currently the goblin sappers have 3 catapults and 2 siege towers in various stages of production. The siege towers are for a planned full out assault on the besieged East Central section of East Dro Mandras.

LOCATIONS

For the purposes of description, when the text refers to a "squad" it means 5 medium sized creatures, 10 small or 2 large sized creatures. Statistics for orcs, gnolls, and goblin sappers are includes in the subsection detailing the forces in the previous section of this adventure.

2. WOODLAND

This area of wooded terrain along the banks of the Mandras river is the source for most of the wood being used to create new siege equipment. If the Castle Keeper is not using the Tides of Battle option for this encounter, there is a 50% chance that a squad of five orcs is using their battle axes to cut timbers and haul them to a nearby construction area.

If using the Tides of Battle rules for this scenario a squad of orcs is placed in this area at the farthest point from the orc sergeant's Command Radius.

Movement through the woodland is at ¾ths speed due to underbrush and compactness of the trees.

3. CLEAR CUT

The clear cut is a large swath of clear cut timberland that flanks the northern eastern road that runs parallel to the Mandras River. There is a 50% chance that a squad of 5 orcs is hauling cut timber from the woodland to the work site.

If using the Tides of Battle scenario the orc squad is placed within the Command Radius of the Orc Sergeant at the construction site.

4. WORK SITE

The work site is where most of the construction on siege equipment takes place. One blood drinker squad is stationed here as well as an orc sergeant who oversees the goblins. One of the goblins squads is resting in their sty and will not be prepared to fight for 2 rounds after the signal horn is blown to indicate an impending attack by the Ugashtan war-band.

There are 3 half finished siege towers, 2 half finished heavy catapults, and one completed ballista here.

5. ORC CAMP

The majority of orcs reside here in the orc camp. Just to the south of the work site. At sunrise one squad of five orcs is just setting down in their sleeping holes for a days rest, and another is preparing to relieve one of the other squads for duty. If roused by a signal or by flames burning the work site, they immediately move with an Orc Sergeant in the direction of the conflict.

6. GOBLIN STY

The goblins have a fairly deep hole dug for themselves to sleep in. They tend to sleep in a huge pile for warmth during the cool evenings. If the goblins are encountered sleeping, it should be no trouble to kill them all. PCs acting as advance scouts, using steath should be able to accomplish this task.

There are 10 goblins in this sty at the start of the scenario. They have 20 grenades in an iron box. The grenades deal 2d6 points of damage on impact, but fail to explode 20% of the time.

7. COMPLETED SIEGE TOWER.

Four squads of five orcs under the direct command of Crujak and an Orc Sergeant are here. The orcs are currently hauling the siege tower towards the northern sundered walls of East Dro Mandras, but have stopped so that Crujak can trade with Mangeeru and his gnolls.

If the alarm is sounded, or the orc forces note smoke and flames from burning equipment at the work site, they move towards the site of battle at full speed. If the Orc forces suffer heavy casualties at the hands of the Ugashtan raiders and PCs, the orcs flee to the siege tower, using it as a fortress, defending the tower until reinforcements arrive from the city.



The siege tower is 30 ft tall, with a ballista mounted on the roof and arrow slits along the top section that afford 3/4ths cover to missile forces. There are enough spears within the tower to arm any orc occupants. The Tower has an AC 14, and 50 hp per 10 ft section. The tower holds one squad of five orcs on the bottom floor, one on the second floor, and a third squad on the roof when fully loaded. The spears hurled from arrow slits on the top level and the roof gain an additional range increment of 10 ft. making the effective range of orc spearmen 30 ft.

BALLISTA: Damage 3d8, Range 130 ft*. Crew 2

The ballista gains a +10 to its effective range due to being mounted atop the siege tower.

RUNNING THE RAID

Consult the map for starting positions of various forces and make note of their movements accordingly based on what they can legitimately see or hear.

THE ASSAULT

Using the Tides of Battle Rules (Book X), the battle starts with the Ugashtan warriors in the middle of the river aboard their canoes. The canoes are large enough to carry one 5 man squad per canoe. The orc warriors and goblin defenders within sight suffer a -2 to their wisdom roll per squad to notice the canoes. The canoes move at a rate of 30 ft. per round across the water. Dismounting the canoe takes one round, and the Ugashtan start their raid 60 ft. from the shore. Allow the orc or goblin squads nearest the water a wisdom check every round as the Ugashtan approach. If the goblinoids notice the approach, a war-horn is sounded and the numbers of orcs and goblins in the area is doubled in one turn, giving the Ugashtan 10 rounds to complete their raid, torch as many siege engines as possible and return to their canoes with as many surviving raiders as possible.

Subtract numbers of opposing forces from either side. And keep careful track of their actions.

If the game master is not using the Tides of Battle rules for this engagement, then the battle hinges on the orcs noticing the Ugashtan approach. If the orcs do not notice the Ugasthtan landing, the barbarians and their allies should be able to approach the construction site with haste, killing guards and goblins and burning siege gear before Crujak and his orcs have an opportunity to retaliate. Using the movement rates of the participants as a guideline, the Castle Keeper should be able to easily gauge how long it takes for forces to reach one another and enter combat.

PCs, with their variety of skills may serve the approaching Ugasthtan forces as scouts or strike squads intent on slaying orc commanders to break the morale of any larger orc or goblin bands that they run across. At the suggested level for PCs in this adventure, they should be able to handle a decent sized number of enemies without much difficulty all by themselves, however they may quickly become overwhelmed should reinforcements begin to arrive.

If the PCs take the lead in the raid, the Ugastan provide cover and combat support, making sure to cover any route of retreat.

REINFORCEMENTS

Hostile reinforcements begin arriving after 10 rounds (or 1 turn). The reinforcements start along the road at the far southern end of the map and begin with 8 squads of orcs. Two rounds later an additional 8 squads of orcs and 2 ogres arrive. Four rounds after that an additional 8 squads arrive. The orc squads immediately take command of the siege tower if possible while others fan out to defend the structure or pursue retreating PCs and Ugashtan tribesmen. Reinforcements are armed with heavy crossbows.

VICTORY OR DEFEAT

Ugashtan Victory is achieved if they gain at least 15 victory points from the following conditions.

- Kill Mangeeru and Crugak: 5 points for Crugak, +2 for Mangeeru
- Destroy the Siege Engines: +2 points per piece of destroyed equipment
- Kill all Goblin Sappers: +2 points for each destroyed squad of sappers
- Escape with a loss of less than 4 squads (15 actual casualties): +2 point per surviving squad, -2 for each additional loss.
- Wurgrun survives the Raid: +5 if he survives, -5 if he is killed

Orc Victory

- No siege equipment is destroyed
- The Ugashtan are wiped out
- Crujak lives.
- PCs are captured

Crujak is executed by Jerak even if he survives should more than one piece of siege equipment be destroyed. Crujak is spared if he survives and his forces manage to capture the PCs. In this event, the PCs are led before Crujak, who is heaped with trophies, and the PCs are likely executed and eaten during a big feast that evening, their heads sent in Wagons to Yorgach's Fist.

ESCAPE

Should the PCs and their Ugashtan allies at any time feel it necessary to retreat, they must make it back to the river point where their canoes are beached and paddle across the river with all haste. If the gnoll morale holds, and they have any survivors amongst them, they pursue to the banks of the river, firing arrows at the retreating Ugashtan.

DB 5: THE CONQUERED EAST



PROLOGUE

"Into the East you say?" bellowed the wild eyed foreigner. "Well that'll be a true path to glory or hell if ever I heard of one! Gird yourselves well my Bowbe's, for the armies of the Orc King are canny and cunning!"

The seasoned veterans looked one to the other, shaking their heads and then back again at the fellow who addressed them from atop a dusky steed. Their leader was about to speak when he was interrupted, as the blond giant again spoke.

"I for one head across the charred plains into the East for my brother Frosk is overdue at the roadhouse and I suspect some wizardry at the Tower of Nesturon has kept him from his return." He paused gauging their stares. "No friends, do not even ask it. I can see by your eyes you would join me, but I travel much better alone, though your company would be handy I am sure. Fear not, our brother Frosk, damn his demon-hide is likely up to his nose in some moldering tome or otherwise indisposed.

"Keep safe you if you travel into the ruin of the Eastern City. I have heard that Yorgach brought war trolls and no doubt other sundries have crept into the city in these dark days. May your swords be sharp and your wits be about you, brothers; and if you see my man Valian, tell him that I miss his songs and the girls miss his wily charms!"

With that, the big man spurred his horse off and away, leaving the company to wonder at his mission. After a moments pause they turned their attention to the smoke and confusion of battle which ever hung over the shattered walls of the Eastern City and steeled themselves for the dangers ahead.

ADVENTURE SUMMARY

The Conquered East is an Urban Dungeon that details the fallen western sections of the Karboskian City of Dro Mandras and its various sundered environs. As with other adventure supplements in the DB series, The Conquered East does not cater to the

standard display of "Adventure by character level". Instead, it offers descriptions of what is present within the shattered walls of East Dro Mandras, and leaves it for the adventurers to explore for good or ill, and for the CK to determine which encounters best suit the needs of their campaign group.

As with any Castles and Crusades Campaign, it is suggested that the PC party, no matter the level, have at least one rogue or assassin for dealing with traps, one arcane spellcaster, one divine spell caster, and a solid mix of other character classes (especially melee combat experts such as fighters, barbarians and rangers) to successfully explore the battered remnants of the Conquered East.

Detailed within this book is an overview of the forces that Yorgach has left behind to lay siege to West Dro Mandras. Here the Castle Keeper finds details on the various lairs of Yorgach's captains. Here, too, is found the Mausoleum of Honored Dead, the tunnels of the goblin sappers and the sacked Temple of Vanium the Fearless. Also detailed is the last bastion of freedom within the Eastern City…That being the Besieged East Central district, held now by fifty brave paladins, and priests, doughty adventurers who refused retreat, and the inspiration of Galian, the half-elven warrior poet.

To Lift a Siege

Depending on the style and type of campaign that the CK runs, a great opportunity awaits characters who embark on an attempt to assist the Karboskians in lifting the Siege of East Dro Mandras. To this end, each city section details specific tasks that may be accomplished by adventurers seeking fame and heroic notoriety. Such tasks may include disabling Yorgach's siege engines, recovering hidden relics from temples and estates, or clearing apartments and homes of swarms of invaders. A point tally is given for accomplishing a series of tasks, which allow for defenders from West Dro Mandras to fill the gaps left behind by the PCs actions.

CKs wishing to run the East and West Dro Mandran chronicles in an alternate manner could just as easily set up a situation whereby the PCs may make alliances with the forces of Yorgach, and proceed in the conquest of West Dro Mandras, running the campaign arc in reverse, using the Conquered East in conjunction with Dro Mandras.

A Running Battle

In the Conquered East, it is quite easy for the PCs to stir up a hornets nest, resulting in a running battle that could spill easily from one quadrant of the ruined city to the next. Throughout the various areas of adventure detailed in East Dro Mandras, there are points assigned to various activities which could lift the siege and break the Back of Yorgach's forces in the area. These objectives include such things as slaying enemy leaders, destroying enemy siege equipment, or gathering hidden relics and magic items that could be used to inflict massive casualties on the occupying force.

400 points are required to break the occupation and free the city. Once this amount of points is earned the following conditions cause the occupation to collapse.

- Refugees in the Central Bastion are able to break free, seize the gatehouse and escape to West Dro Mandras.
- Troops in West Dro Mandras are able to make a sufficient push against the gatehouse and take back territory between the gate and the bastion.
- The humanoid forces destroy a sufficient number of their own army through infighting and rivalry, leaving behind a force too small to keep hold of the ruins.

Targets of Opportunity and Villains of Infamy

Also detailed in each city subsection are a list of specific leaders whose presence contains the hordes of wicked humanoids entrenched within Conquered East. Like other objectives that PCs may encounter in their forays into the East, these leaders have a point value that represents the control that they maintain over the forces in their command. Many of Yorgach's invaders are wicked and cruel, having joined the orc general for no better reason than plunder and devastation.

Thus far as the siege has commenced, their commanders have managed to keep many of the formerly warring tribes from tearing one another's throats out. This truce in the face of a common enemy is a fragile one, and the death or disappearance of any number of leaders could cause open revolt and retaliation upon suspected others.



ROADHOUSE RULE: BATTLE FORMATIONS

Roadhouse Rules are optional rules thrown in by the Dirty Bowbe for your enjoyment. They are by no means canonical C&C rules as set down by the great Troll Lords and are merely offered for the amusement and pleasure of those Castle Keepers looking to surprise their players with a little bit of the "new spice."

Through the course of the Conquered East, it is highly likely that PCs may start a fight that quickly calls into play the more organized shock troops that took the Eastern City. In this event it serves to heighten the danger by remembering that the PCs are fighting against organized squads in battle formations vs. loose troops. This also gives the opportunity for lesser monsters to offer a challenge to more potent PCs, reflecting the difficulty of close combat street fighting. Numbers of combatants in the various areas of the Conquered East are ascribed in such a matter as to easily facilitate conversion to mass combat or battle formations styles of play.

Typically, characters face off against other heroes or monsters on the battlefield. Situations in the Conquered East may arise where a character or group of characters are directly assaulted by a squad (or larger) force of enemy combatants. In this circumstance the character directly faces the direct ratio/number of individuals that comprise the squad that they have come in contact with. For simplicity sake hobgoblins, orcs, and other single hit die combatants in Dro Mandras are organized into squads of five.

When the characters encounter twenty orcs, it can be assumed that they have encountered four squads of five orcs. Each squad may be treated as a single 5d8 hit dice monster with an average of 28 hp, the same AC as a regular orc, and dealing the same damage dice as a regular orc based on weapon type plus one point for every member of the squad minus one.

Thus a squad of five orcs attacks at +5 to hit and deals +4 damage to a character on a successful hit. The squad has 5d8 hit points and an AC of 13. The squad rolls only one initiative. When the squad takes 1/5th of its hit points in damage, it loses one member, reducing its battle fighting output to +4 to hit and +3 damage. Every 1/5th worth of its total hit points reduces this number further until the unit is destroyed.

Goblins being smaller, organize into larger units. Regardless, due to their smaller stature and limited reach they only gain an attack bonus and damage equal to ½ their combined hit dice, though their HD remain 10d6 due to their sheer numbers. So a squad of goblin short bows would have 10d6 HD and an average of 36 HP. It attacks at +5 and deals +4 damage. This number decreases by +1 for every two goblins that are culled from the initial squad.

Character classes such as fighters that gain additional attacks against monsters with weaker HD continue to take their number of bonus attacks against a unit as they would in a standard melee encounter.

Getting Started

Like others in the DB series, this adventure and setting material is designed for a variety of character levels, though the Conquered East is probably best suited for characters of at least 4th level due to the various deadly challenges, and powerful enemy commanders that may be encountered.

In order to get started, the PCs must find some way to infiltrate the city. Likely the easiest is to use the Sewer River Passage, though other means may be used as well. An example of this would be stealthy infiltration via the Eastern Siege-works as other methods may lead to easy discovery by the orcs and their various allies.

Once the situation has been reconnoitered and the method of infiltration is chosen, the Castle Keeper should have no problem guiding the PCs through their adventures in the Conquered East.

CHAPTER 1. THE SEWER RIVER WAY

Leading from the Bleeding Sword in West Dro Mandras, or from the (X) safehouse a tunnel leads to the sewer drains which dump into the Mandras River. Likewise pipes dumping into the Mandras River from the Eastern City may be accessed through the Safehouse in area D10.

A chain runs the bottom of the river, and is used by members of the Back Alley Gang to "hand over hand" their way across the muddy bottom of the river. The safe-houses are well stocked with potions of water breathing, used by couriers crossing from East to West on intelligence gathering missions for Azrael and Tyrus of the Back Alley Gang.

With some exploring, the PCs may encounter these man-sized drains and thereby gain access into the Eastern City from the sewers below. That said, the secret cellar entrances into the safehouses of the Back Alley Gang are heavily trapped and locked with expert locks. No less dangerous than these are the number of dangerous denizens of the sewer ways such as otyughs, ghouls, shadows, and rats, common and dire.

Every entry to the sewer offers a chance of catching disease. On a 1-in-10 chance any given individual is exposed to disease and must make a constitution save (Challenge Level 3) to avoid contacting an illness such as dysentery, malaria or the like. Expanded adventures within these sewers are at the discretion of the Castle Keeper.

Swimming in the Mandras River: Swimming in or under the river requires a CL 4 strength Check. Likely PCs will want to use magic that allows them to breath or otherwise exist underwater

for an extended period of time as the swim from the Western Banks to the Eastern bank may take as long as fifteen minutes with the current to achieve.

UNDERWATER RANDOM DANGERS

Roll 1d4 and consult the table below	
1.	Undertow Current
2.	Giant Catfish
3.	Giant Snapping Turtle
4-6.	No Encounter

Lucky Laddie's Path

This section gives an example of the sort of dangers faced in crossing underwater to the occupied portions of the City. Castle Keepers are encouraged to expand these sorts of sewer encounters and dank hidden passages as they see fit. It is possible that entire game sessions may be spent exploring these under-city locations and urban dungeons.

1. THE UNDERWATER GRATE

The chain from the West River leads to a broken and rusted iron grate. Passage through the grating requires a successful dexterity check (CL 2) to avoid 1d6 points of damage from cuts and serious injury.

The current requires a strength Check (CL 2) to make 10 ft. of progress, using the chain to drag themselves against the force of rushing water. It takes 30 ft. of progress to make it to the entrance pool beyond. Every failed check pushes the swimmer 10 ft. back towards the grate. If the swimmer is pushed to the grate, they automatically take 1d6 points of damage.

2. ENTRANCE POOL

This small chamber is filled on one end with a 10-ft-deep pool of filthy fast moving water that drains out towards the underwater grate. The guide chain is bolted into the center of the floor in the above water section of the entrance pool. Water rushes into the pool from a 10-ft-diameter circular opening in the eastern wall.

3. TRAPPED PASSAGE

This tubular passageway leads to the septic tank beyond and has been trapped with a portcullis trap. Three feet of water runs down a trough through the center of the passage. Anyone moving through this trough of running water must make a strength Check (CL 3) to maintain their footing, or be knocked off their feet and washed back in the direction of the entrance pool and underwater grate.

PORTCULLIS TRAP: The portcullis trap is a CL 5 to detect and CL 5 to disarm. If the area is crossed without detecting the trap a series of rusted iron portcullis drop down on the indicated squares dealing 6d6 points of damage to any individuals occupying those squares. Targets may attempt a dexterity Check (CL 6) for half damage.

3. THE SEPTIC TANK

This large dome-like chamber is fed by more than a dozen, 24-inch pipes that drain into the chamber from various locations throughout the city. An iron-grate bridge crosses from the trapped sewer passage beyond to an arched passage to the northeast. The bridge is only a few inches above the flotsam. The putrid water is 10 ft deep and is filled with various chunks of refuse, which easily conceal the otyugh that dwells here.

The back alley gang rogues typically bring a treat of some sort for the otyugh, such as a rotten piece of fish or hind quarter of gamy meat that has recently turned, in order to proceed across the path unmolested. If no meat is tossed to the otyugh as the PCs arrive, the otyugh attacks.

OTYUGH: *(this neutral creature's vital stats are HD 6d8, Hp 33, and AC 17. Its primary attributes are physical. It attacks with two tentacles for 1d8 damage, and a bite for 2d4 points damage. Its special attacks include Disease, and Improved Grab.)*

5. THE DEAD END

The passage beyond the septic tank leads to a dry, but apparent dead end. The dead end is, in fact, a locked secret door, which leads to Area D 10 "Lucky Laddie Safehouse". The secret door is locked with a tough lock requiring a (CL 6) pick locks check to open. The door itself is well hidden requiring a wisdom check (CL 6) to detect in the first place.

CHAPTER 2: THE EASTERN SIEGE-WORKS

Along the eastern walls of East Dro Mandras is the thousand-strong encampment of Yorgach's reserves. Here ugly trenches rend the earth, and scorch-marks along the Besieged East Central shows the ferocity of the defenders stand against the Yorgach's onslaught. A strong invading force still commands these trenches, despite Yorgach's move north with a third of his armies to halt the crossing of the Duke's forces at the ford near Bortenski. Daily, goblins attempt to dig their trenches under the defending walls of the East Central Bastion. Nightly volleys of pitch and stones are hurled against the defenders, attempting unsuccessfully to pulverize the defenses in the face of blind faith and inspiring song.

Enemies of the State

It must be noted here that indicated numbers of orcs, goblins, hobgoblins, and other monstrous foes as detailed in numbered encounter areas are not indicative of the actual number of foes which may be found within the siege works or the countryside beyond. It is up to the Castle Keeper to determine those numbers as pertains to their campaign needs.

TARGETS OF OPPORTUNITY

CHUGA SPINESNAP OF THE AXEGRINDER TRIBE: *(He is a chaotic evil, orc male, e5th level barbarian. His vital statistics are AC 14, HP 46. His primary attributes are strength and constitution. His significant statistics are str 16, con 16. He wears a chain shirt and carries a +1 two-handed axe. Chuga has 40 gp in a leather sack tied around his waist.)*

Chuga is stationed in the North Siege Tower, though he and his tribesmen are more prisoners than company, as Yorgach suspects their loyalty, and has set Pung and his ogres at the siege tower to keep an eye on them.

ORC CHIEF HRAGAT RAZORFANG OF THE BLOOD DRINKER TRIBE: *(He is a lawful evil, orc male, 5th level fighter. His vital statistics are AC 17, HP 35. His primary attributes are strength and constitution. His significant statistics are str 16, con 15. He wears plate mail armor and wields a +1 heavy mace. Hragat has a gold chain around his neck valued at 50 gp ,a 75 gp electrum goblet caked with blood, and keeps 2 potions of cure light wounds.)*

Hragat commands the orcs in the southern trench line and keeps his camp there. Second only to Jerak, Hragat is a wild headhunter known for unrivaled blood lust, often drinking goblets of clotted blood from their fallen enemies. Hragat has no love for Chuga. His orcs lust to bathe in the blood of the Axegrinder Tribe, should Yorgach grant them leave to do so.

Pung is a dull, brutish ogre chieftain who has been ordered by Yorgach to maneuver the siege tower, as directed by Jerak who was left behind to maintain the siege.

PUNG: *(He is a chaotic Evil, war ogre, who has attained 2 levels of Barbarian in addition to his brutal racial statistics. His vital statistics are AC 19, HD 6d8+2d12, HP 38. His primary attributes are physical. He wears a +1 ring of protection, and the ogre jack of his race. He wields a +1 two-handed battleaxe that deals 1d12+4 points of damage, or slams with an iron-bound fist for 1d10 points of damage. Pung carries 62 gold pieces, and half of a salt cured and gnawed upon orc corpse.)*

MAJOR ASLUBU APE-FACE: *(She is a lawful evil, hobgoblin, who is the equivalent of an 8th level fighter. Her vital statistics are AC 18 (20 with shield), HD 8d10, HP 57. Her primary attributes are strength and intelligence. She wears +1 plate mail armor and carries a + 2 longsword, gauntlets of ogre power, a +1 large steel shield, and a composite longbow with 20 +1 arrows.)*

Major Aslubu is an experienced veteran hobgoblin officer retained by Yorgach to supervise siege actions in his campaign of terror and destruction. She stays with the majority force of hobgoblins in the trenches, lording over goblin and hobgoblin alike. Her presence serves as a buffer between the feuding orc tribes, insuring they do nothing stupid while she remains alive. Her hobgoblins are intensely loyal to her. Goblin and Orc alike fear her wrath, and even Pung knows well enough to obey any commands the ape-faced Major may give him. With Aslubu out of the picture, nothing would stop an all out war between the Axe Grinders and Blood Drinker Tribes.

1. THE NORTH SIEGE TOWER

The north siege tower is a four–story, wooden-framed structure whose facing side is hung with the green skins of bulls, goats, swine, and humans or demi-humans slain by the invading army. The siege towers have ladders built within their hollowed insides offering access from ground to the drawbridge passage on its fourth story. Currently, forty orcs make the north siege tower their home, sleeping during the daylight hours on the rough-hewn floorboards of the tower. The siege towers are generally pushed into place by a squad of ogres that sleep in the shadow of the tower, shielded from missile fire that occasionally rains down from the eastern walls.

The tower is made from green, plank-wood culled from the woods which once stood on the eastern banks of the Mandras river, and as such, are resistant to external attempts to burn. That said, a sufficient amount of oil (Say two to four gallons) lit at the base of the tower would erupt the thing into an explosive orgy of fire and death, and likely incinerate every orc within its broad wooden frame.

The siege tower is 30 ft. tall, with a ballista mounted on the roof, and arrow slits along the top section that afford 3/4ths cover to missile forces. There are enough spears within the tower to arm any orc occupants. The Tower has an AC 14, and 50 hp per 10 ft. section. The tower holds one squad of five orcs on the bottom floor, one on the second floor, and a third squad on the roof when fully loaded. The spears hurled from arrow slits on the top level and the roof gain an additional range increment of 10 ft. making the effective range of orc spearmen 30 ft.

BALLISTA

Damage 3d8, Range 130 ft*. Crew 2

*The ballista gains a +10 to its effective range due to being mounted atop the siege tower.

BLOOD DRINKER ORCS (30): *(these lawful evil humanoids' vital statistics are HD 1, hp 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and orcish cleavers (1d6+2 damage).*

AXE GRINDER ORCS (30): *(these chaotic evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have spears (1d6 damage) and battle axes (1d8 damage).*

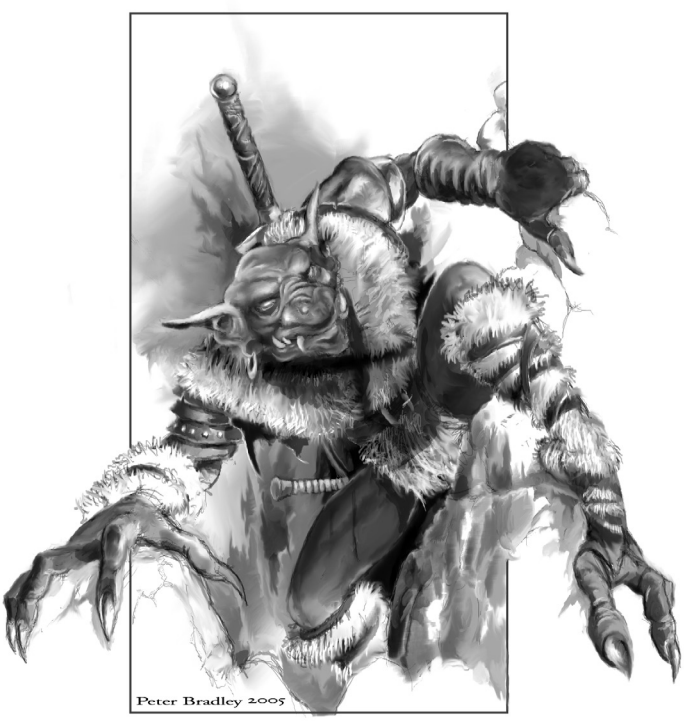
These orcs man the siege tower, with the Blood Drinkers siding with the ogres in any dispute between the three bands. Chuga and Pung are both typically found at or near the northern siege tower.

OGRES (10): *(These chaotic evil creatures' vital stats are HD 4d8, HP 18, and AC 16. Their primary attributes are physical. They attack with stone battleaxes for 1d10+4 damage. They typically carry 2d10 gp worth of loot each.*

2. NORTH TRENCH

The eastern trenches are filled with scores of goblin sappers, goblins, and hobgoblin troops. The goblins dig incessantly in three dig locations attempting to undermine the walls of the East Central Bastion.

There are six heavy catapults shielded by a hastily-dug and ever-increasing trench and earthen breastwork. Each catapult is operated by four hobgoblins, with ordinary goblins dragging



wagons full of stones drug from the trenching and tunneling operations. The trench offers ½ cover to those goblins and hobgoblins in charge of the dig.

Typically, the catapults are kept hidden during the daylight hours and drawn out at night to hurl pitch and stones at the defenders of the Eastern Bastion.

HEAVY CATAPULTS (4)

Cost: 800 gp, Damage 6d6, Range 200 ft., Crew: 5

A heavy catapult hurls huge pieces of stone or bundles of cast iron balls at a range increment of 200 ft. with a minimum range of 100 ft. With a crew of 4 trained siege engineers firing the heavy catapult, it may be winched, loaded, aimed and fired every other round. Heavy catapults may be loaded on wagons and moved at the bearing weight and speed of animals hauling it. Otherwise, a heavy catapult may be pushed 10 ft. per round. Heavy catapults take up a space 15 ft. across.

HOBGOBLIN CATAPULT CREW (5 PER CATAPULT): *(Medium lawful evil humanoids, whose vital statistics are HD 1,HP HP 7, AC 15. Their primary attributes are physical. They attack with longbows (1d8) or falchions (1d8). Possessions: longsword, 2-12 sp, 1-3 gp.)*

The trenches themselves swarm with readied troops, who have been withheld from the sack of the city itself. They grind and grunt at the sleight of being denied the sack, but have been promised by Yorgach a fair plunder of the Western City once it finally falls to his will.

GOBLINS (320): *(Small, lawful evil humanoids, whose vital statistics are HD 1d6, HP 4, AC 15. Their primary attributes are physical. They attack with shortbows (1d6) or shortswords (1d6). Possessions: shortbow, 20 arrows, shortsword, battlehorn, 2-5 sp.)*

ELITE GOBLINS (40): *(Small, lawful evil humanoids, equivalent to 1st level fighters. Their vital statistics are HD 1d10, AC 16. Their primary attributes are physical. They attack with shortbow (1d6) or shortsword (1d6+1). Possessions: shortbow, 20 arrows, shortsword, 2d6 gp.)*

KNOTCH NOSE, GOBLIN CLAN CHIEFTAIN: *(He is a small, lawful evil humanoid, equivalent to a 4th level fighter. His vital statistics are HD 4d10, HP 28, AC 18. His primary attributes are physical. He attacks with a +1 shortbow and 20 +1 arrows, or a +1 shortsword of speed (1d6+3 for strength, magic, and weapon specialization) he has a small bag of holding containing 500 gp, (3) 50 gp jewels, and 3 potions of cure light wounds.)*

GOBLIN SHAMAN: *(A small, lawful evil humanoid, 4th level shaman. Its vital statistics are HD 4d6, HP 15. AC 14. Its primary abilities are mental. It attacks with a dagger, or light crossbow. it selects spells from the cleric and wizard spell lists. It carries a dagger, light crossbow, 20 bolts, and 2d8 gps. Its typical memorized spells are as follows: 0th—first aid, detect magic, bind wounds, detect poison. 1st—sleep, cure light wounds, shield. 2nd—web, hold person.)*

HOBGOBLINS BLACKSWORD CLAN (150): *(Medium, lawful evil humanoids whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with longbows (1d8) or longsword (1d8). Possessions: longbow, 20 arrows, longsword, 2-12 sp, and 1-3 gp.)*

BLACKSWORD OFFICERS (6): *(Medium, lawful evil humanoids, whose vital statistics are HD 3d10, HP 20, AC 16. Their primary attributes are physical, and they have the abilities of a 3rd level fighter. They carry composite longbows with 20 arrows, and longswords (1d8+3, denoting their great strength and weapon specialization).)*

Each officer commands a platoon of 30 hobgoblins. Due to their professionalism and their numbers, the orcs of Yorgach's Fist give the goblins and hobgoblins a wide berth except for in the goblin dig found in the south trench. Where goblins are encountered in small numbers, the orcs have no problem ambushing them and tossing their lesser kin into the stew pot.

3. SOUTH TRENCH

Dug into these trenches are the might of roughly 400 orcs, Yorgach's Fist, and others called down from the wild Eastern Mountains to assist in the conquest of the Duchy, and collection of the Century of Skulls. Any beings not bearing the mark of Yorgach somewhere upon their arms or armor are subject to immediate attack by this bloodthirsty horde.

ORCS, SKULL SPLITTER TRIBE (200): *(these lawful evil humanoids' vital statistics are HD 1d8, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and orcish cleavers (1d6+2 damage).)*

SKULL SPLITTER SUB-CHIEFS (5): *(these lawful evil humanoids' vital statistics are HD 2d12, HP 12, and AC 15. Their primary attributes are physical. They have abilities equivalent to a 2nd level barbarian. They have heavy crossbows (1d10 damage) and orcish cleavers (1d6+4 damage for massive strength and unique weapon attribute).)*

SKULL SPLITTER SHAMANS (4): *(These lawful evil humanoids' vital statistics are HD 4d6, HP 15, and AC 12. Their primary attributes are mental. They carry an orcish cleaver (1d6+2 damage) and spell components. Orcish Shamans draw from both cleric and wizard spell lists, and have a d6 HD. Their typically- memorized spells are as follows: 0th—first aid, detect magic, bind wounds, detect poison. 1st—sleep, cure light wounds, shield. 2nd—web, hold person.)*

SKULL SPLITTER CHIEF : *(This lawful evil humanoid's vital statistics are HD 5d12, HP 44, and AC 16. His primary attributes are physical. He has the abilities of a 5th level barbarian. He has a heavy crossbow with 20 +1 bolts, and carries a +1 orcish cleaver (1d6+5 damage for massive strength and Unique Weapon Attribute).)*

ORCS, AXE GRINDER TRIBE (100): *(these lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8 damage).*

AXE GRINDER SUB-CHIEFS (2): *(these lawful evil humanoids' vital statistics are HD 2d12, HP 18, and AC 15. Their primary attributes are physical. They have the abilities of a 2nd level barbarian. They have heavy crossbows (1d10 damage) and battleaxes (1d8+2 damage for massive strength).)*

ORCS, STONEFACE TRIBE (100): *(these lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and warhammers (1d8 damage).)*

STONEFACE SUB-CHIEFS (2): *(these lawful evil humanoids' vital statistics are HD 2d10, HP 16, and AC 15. Their primary attributes are physical. They have the abilities of a 2nd level fighter. They bear heavy crossbows (1d10 damage) and warhammers (1d8+2 damage for massive strength).)*

STONEFACE SHAMANS (2) *(These lawful evil humanoids vital statistics are HD 4d6, HP 15, and AC 12. Their primary attributes are mental. They carry an orcish cleaver (1d6+2 damage) and spell components. Orcish Shamans draw from both cleric and wizard spell lists, and have d6 HD. Their typically-memorized spells are as follows: 0th—first aid, detect magic, bind wounds, detect poison. 1st—sleep, cure light wounds, shield. 2nd—web, hold person.)*

STONEFACE CHIEF *(This lawful evil humanoid's vital statistics are HD 5d10, HP 34, and AC 16. His primary attributes are physical and he possesses the same abilities as a 5th level fighter. He has a heavy crossbow with 20 +1 bolts, and carries a +1 large mace (1d10+6 damage for massive strength and Unique Weapon Attribute, and weapon specialization).)*

CASTLE KEEPER'S NOTE: Reinforcements for any humanoids killed within the city are drawn from the reserves in the trenches who re-fill those positions within 1d4 hours. Only hobgoblins refill unoccupied positions within the city ruins during daylight hours.

4. THE GOBLIN DIG

The goblin dig comprises three extensive tunnels attempting to undermine the eastern wall of the besieged East Central Bastion, collapsing it so that the humanoid forces may charge in and slaughter all of the inhabitants. Each tunnel is filled with 2d10+10 goblin sappers.

At the onset of adventuring on the eastern side of the Mandras River, the Goblins are digging through earth and will hit bedrock under the city walls in 2 days at a rate of 36 ft per day working in shifts. 3.5 days later the crews collapse the entire eastern wall, allowing the trench forces to storm into the East Central Bastion. This gives the PCs just over 5 days to raise the siege and save the brave defenders!

> **GOBLIN SAPPERS:** *(2d10+10 per tunnel) (These lawful evil creature's vital stats are HD 2d6, HP 6, AC 15. Their primary attributes are physical. They attack with a pick (1d6) or grenade (3d6, fire and force damage in a 5-foot radius of the explosion point, CL 2 dexterity save for half damage). They have darkvision 60 ft. Each sapper carries a pick and 1d4 grenades as well as 2d4 gp.)*

5. THE TAR PIT

Deep and wide, this pool of bubbling tar on the outskirts of town is heavily guarded by a group of hobgoblins, bugbears, and goblins desperately seeking something in its sticky confines. Alas, the treasure they seek is nothing but a hoax created by Puller Kiel, a minor cleric of the god of Ataxus. Puller saw a great opportunity in the approach of the oncoming hordes and quickly commissioned several different maps showing this pool of tar as a storage place for a vast horde of treasure. After magically aging the maps, he placed them where he knew they would be found and studied. The subjects of his hoax were completely taken in, and several fights broke out before this final group of guards was left to foolishly plunge the depths of the boiling tar. Puller was only able to enjoy the initial stages of the chaos, his hiding place was discovered and he was killed and thrown into the tar pit.

Several maps still await discovery in other parts of the city ruins, making it almost certain more battles over this bubbling goo shall take place. Treasure seekers guarding the pit now are certain to attack any intruders in order to protect their access to what they believe is a dragon's horde. Strangely, this pit has been used for the disposal of various bodies for many years and anyone finding a means to actually search the sticky depths can recover 35 gp, 279 sp, and 685 cp in coins as well as various weapons and items from the numerous foolish goblins and hobgoblins attempting to recover items from the tar.

BUGBEAR THUGS (3): *(These lawful evil creature's vital statistics are HD 3d8, HP 22, 21, 16, and AC 17. Their primary attributes are physical. They attack with two-handed axes doing 1d12+1 points of damage, javelins doing 1d4+1 points of damage, or a longbow doing 1d6 points of damage. They can hide and move silently and have darkvision to 60 ft. They carry two-handed axes, 3 javelins, longbows, a quiver with 10 arrows and 20-80 sp.)*

HOBGOBLIN BRUTES (5): *(These lawful evil creatures' vital statistics are HD 1d8+1, HP 6, and AC 15. Their primary attributes are physical. They attack with their weapons and carry a battleaxe, spear, and wood shield and 20–60 sp)*

GOBLIN SCOUTS (15): *(These lawful evil creature's vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, wood shield and 10-20 sp.)*

6. ASLUBA'S PAVILLION

This red pavilion lies back from the northern trench. Made from stretched tanned human and demi human skin, it serves as Asluba's field headquarters. Asluba's tattered black sword pennant hangs from the center pole, bolstering her troops and sending despair into the hearts of enemies who see it. Arranged in neat, orderly rows, the field kits of her elite bodyguard emanate out in a wagon wheel formation with a heavily patrolled perimeter.

For more information on the black sword pennant, see Chapter 7: New Magic.

HOBGOBLIN, STORMFURY SHOCK TROOPS (20): *(Medium lawful evil humanoids, whose vital statistics are HD 4d10, HP 26, AC 17. Their primary attributes are physical, and they have the abilities of a 4th level fighter. They carry composite longbows with 20 arrows, and longswords (1d8+4, denoting their great strength and weapon specialization), they wear a full chain suit and carry a large steel shield. Each kit bag contains a single potion of healing, as well as 2d10 gps worth of treasure.)*

The Stormfuries are an elite platoon of blacksword hobgoblins, whose sole purpose is to act as a Praetorian Guard for Major Asluba Ape Face. These hobgoblin mercenaries are as hard as they come. Strict standards of height, weight, fitness, and weapon mastery, coupled with blind loyalty are distinct factors for Stormfury recruitment.

ASLUBA'S WAR CHEST

The war chest is locked and trapped; though the key to open the chest is carried on Asluba's person. The lock may be otherwise picked with a pick locks check (CL 4).

RAZOR TRAP: A keen-edged razor blade extends 2 feet from the lid of the trap, aimed at maiming or otherwise disemboweling any would be thief. The blade is +5 to hit and deals 1d8+3 points of damage due to its finely-honed edge. After any initial cut, the blade must be re-sharpened by skilled hands. If the blade strikes its target with a natural 20, the victim takes triple damage and continues to bleed for 1 pt. of damage per round until their wound is immediately bound. The trap is a (CL 6) to detect and a (CL 2) to disarm.

The trap is triggered with the key or without, unless a hidden button is depressed before opening the lock.

TREASURE: Within the chest is Asluba's map to the Undercity of Ulgakur, 2,300 gp in various coins, an ivory-handled scimitar with an exquisite, folded-steel blade worth 500 gp, 3 potions of cure light wounds, and a gold and silver chess set with onyx chess board worth 400 gp.

7. RUINED SIEGE TOWER

The bones of this behemoth denote the ferocity of total warfare waged by defenders and besiegers alike in the battle to take the East Central Bastion. Twisted and broken, the hulk lays on its side affording a decent firing position and cover for those wishing to use it for such purposes…if it weren't for the rats that now use it as their new domicile.

Rising from the sewer depths, a swarm comprising of hundreds of giant rats now occupies the hulk of the ruined siege tower. First drawn by the scent of fresh cooked meat, the rats quickly devoured a crew of orcs sent down to gather flesh from the charred corpses of their comrades in arms. Since that time, the siege tower has been avoided except by particularly brave bands of goblins who go "rat fishing" with arrows and string from a safe distance.

Amongst the wreckage are close to 200 gold pieces in various coin and loot, melted into hunks of electrum slag by the heat of the conflagration that consumed the tower during an early attempt to breach the city walls.

GIANT RATS (2D100): *(These small, neutral vermins' vital stats are HD 1d4, HP 2, AC 13. Their bite deals 1d2 points of damage. Their bite has a 10% chance of causing an infectious disease.*

The Path to Victory

In order to gain victory over this portion of the living battleground that is East Dro Mandras, the PCs have several options at their disposal. Without a fully-formed and operational army at hand, they may still help raise the siege upon the East Central district of Dro Mandras by means of exterminating officers, creating conflict between the hobgoblins and orcs, and of course, precision strikes against siege equipment.

DESTRUCTION OF THE SIEGE TOWER (20 POINTS)

Destruction of the Siege Tower is a mortal blow to the orc forces, and may lead to open conflict between Blood Drinker and Axe Grinder tribes. This noted, the proximity of the tower to the hundreds of goblins, hobgoblins, and orcs along the battle lines means that such a surgical strike would have to be accomplished in under five minutes if the attackers intend to escape with their lives. It is possible that PCs may come up with some alternate plan, or complex battle plan to avoid detection

by enemy forces, or a unique way to take out the tower from the walls of the Central Bastion without getting themselves or allies within the walls destroyed.

COLLAPSING THE GOBLIN DIG (20 POINTS PER TUNNEL)

Collapsing the Goblin Dig in some manner adds days to the survival of the Central Bastion and the survivors therein. As with the siege tower, it is possible that the PCs may come up with a complicated or ingenious strategy to collapse the tunnels. The Castle Keeper should facilitate whatever plans and ideas that the PCs come up with, so long as the PCs are reminded that the only outside entrance to the tunnels is through the trench lines, again occupied with HUNDREDS of enemies.

ASSASSINATING LEADERS (20 POINTS EACH)

Although the leaders are well-protected in most cases by hardened grunts, assassinating the various hobgoblin, orcish and goblin leaders could have unforeseen advantages. For example: Slaying Aslubu Ape Face gives the orcs an excuse to slaughter the hobgoblins and take over command of the goblin diggers and sappers. The fallout from this is that the orcs and standard goblins each lose 30% of their total number in the fighting and the hobgoblins are wiped out.

Shortly after the conclusion of this battle, the orc commanders (should any remain) begin fighting amongst themselves for dominion over the entire orc troop. In this event an additional 10% of the goblin forces die as collateral damage from the fighting and an additional 20% of the orc force is degraded. The CK may choose which orc leader takes the reigns. Thus an overall 50% reduction of orc forces in the trenches and a 40% reduction of goblins adds 3 days to the dig time and increases the chances for the survivors in the Central Bastion.

FIELDS OF BATTLE UNIT STATISTICS: THE EASTERN TRENCHWORKS

Listed here are the orc attackers as broken down by unit for those Castle Keepers who wish to use the Fields of Battle rules to handle mass combat engagements.

NORTH SIEGE TOWER

BLOOD DRINKER ORCS (6 squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d8/20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/ATTACK BONUS: Heavy Crossbow(1d10)/+1 AB or Orc Cleaver (1d6+2)/+1 AB

SQUAD FORMATION: HP 6, Heavy Crossbow (1d10+4)/+5 AB or Orc Cleaver(1d6+6)/+5 AB

SPECIAL: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

AXE GRINDER ORCS (6 squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d8/20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/ATTACK BONUS: Spear (1d6)/+1 AB or Battle Axe (1d8)/+1 AB

SQUAD FORMATION: HP 6, Spear (1d6+4)/+5 AB or Battle Axe (1d8+4)/+5 AB

SPECIAL: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

OGRES (5 Squads)

SIZE/RATIO: Large/2:1

HD/UHP: 4d8/32 UHP

MOVE: 30 ft.

AC: 16

ATTACKS/ATTACK BONUS: Slam (1d10)/+4 AB or Weapon (by weapon, +3 damage)/+4 AB

SQUAD FORMATION: NA

SPECIAL: Darkvision 60 ft. Twilight Vision; ogrish combat maneuver (disconcerting strength)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +4

SPELLS/SPELL-LIKE ABILITIES: None

NORTH TRENCH

GOBLIN REGULARS (32 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 1d6/20 UHP

MOVE: 20 ft.

AC: 15

ATTACKS/ATTACK BONUS: Short Sword (1d6)/+1 AB or Shortbow (1d6)/+1 AB

SQUAD FORMATION: HP 4, Short Sword (1d6+6)/+7 AB or Shortbow (1d6+6)/+7 AB

SPECIAL: Darkvision 60 ft.; goblin combat maneuver (goblin swarm)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

ELITE GOBLINS (4 Squads)

SIZE/RATIO: Small/10:1

HD/UHP: 1d10/33 UHP

MOVE: 20 ft.

AC: 15

ATTACKS/ATTACK BONUS: Short Sword (1d6+1)/+2 AB or Shortbow (1d61)/+1 AB

SQUAD FORMATION: HP 8, Short Sword (1d6+7)/+8 AB or Shortbow (1d6+6)/+7 AB

SPECIAL: Darkvision 60 ft.; goblin combat maneuver (goblin swarm)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

BLACKSWORD CLAN HOBGOBLINS (30 Squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d10/25 UHP

MOVE: 30 ft.

AC: 15

ATTACKS/ATTACK BONUS: Longsword (1d8)/+1 AB or Composite Longbow (1d8)/+1 AB

SQUAD FORMATION: HP 8, Longsword (1d8+5)/+6 AB or Composite Longbow (1d8+5)/+6 AB

SPECIAL: Darkvision 60 ft.; hobgoblin combat maneuvers (iron morale CB 12 morale, focus at arms +1 damage with longsword)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1 (CB 12 when in iron morale racial maneuver)

SPELLS/SPELL-LIKE ABILITIES: None

HEAVY CATAPULTS (4) DAMAGE: 6d6, Area: 15x15, Range: 200 ft. (minimum 100 ft.)

HOBGOBLIN HEAVY CATAPULT CREW (4 squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d10/25 UHP

MOVE: 30 ft.

AC: 15

ATTACKS/ATTACK BONUS: Falchion(1d8)/+1 AB or Composite Longbow (1d8)/+1 AB

SQUAD FORMATION: HP 8, Falchion (1d8+5)/+6 AB or Composite Longbow (1d8+5)/+6 AB

SPECIAL: Darkvision 60 ft.; hobgoblin combat maneuvers (iron morale CB 12 morale, focus at arms +1 damage with longsword)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1 (CB 12 when in iron morale racial maneuver)

SPELLS/SPELL-LIKE ABILITIES: None

SOUTH TRENCH

SKULL SPLITTER ORCS (40 Squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d8/20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/ATTACK BONUS: Heavy Crossbow(1d10)/+1 AB or Orc Cleaver (1d6+2)/+1 AB

SQUAD FORMATION: HP 6, Heavy Crossbow (1d10+4)/+5 AB or Orc Cleaver(1d6+6)/+5 AB

SPECIAL: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

AXE GRINDER ORCS (20 Squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d8/20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/ATTACK BONUS: Spear (1d6)/+1 AB or Battle Axe (1d8)/+1 AB

SQUAD FORMATION: HP 6, Spear (1d6+4)/+5 AB or Battle Axe (1d8+4)/+5 AB

SPECIAL: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

STONE FACE ORCS (20 Squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 1d8/20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/ATTACK BONUS: Heavy Crossbow (1d10)/+1 AB or Warhammer (1d8)/+1 AB

SQUAD FORMATION: HP 6, Heavy Crossbow (1d10+4)/+5 AB or Warhammer(1d8+5)/+5 AB

SPECIAL: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

GOBLIN DIG

GOBLIN SAPPERS (10-15 Squads)

SIZE/ RATIO: Small/10:1

HD/UHP: 1d6/20 UHP

MOVE: 20 ft.

AC: 15

ATTACKS/ATTACK BONUS: Light Pick (1d6) or Grenade (2d6, hurled)/+1 AB

SQUAD FORMATION: HP 4, Light Pick (1d6+6)/+7 AB or Grenade (2d6+6)/+7 AB

SPECIAL: Darkvision 60 ft., Tunneling; goblin combat maneuver (goblin swarm)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

The sappers have 3 grenades each, with a range increment of 15ft, affecting an area of 10 ft. for 2d6 points of damage. Grenades may be used to clear areas of spikes and like impediments.

ASLUBA'S PAVILION

STORMFURY SHOCK TROOPS (4 Squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 3d10/75 UHP

MOVE: 30 ft.

AC: 17

ATTACKS/ATTACK BONUS: Longsword (1d8)/+5 AB or Composite Longbow (1d8)/+4 AB

SQUAD FORMATION: HP 8, Longsword (1d8+9)/+10 AB or Composite Longbow (1d8+8)/+9 AB

SPECIAL: Darkvision 60 ft.; hobgoblin combat maneuvers (iron morale CB 12 morale, focus at arms +1 damage with longsword and +3 for great strength)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +1 (CB 12 when in iron morale racial maneuver)

SPELLS/SPELL-LIKE ABILITIES: None

The squads listed here are by no means the definitive numbers of humanoid forces besieging the East Central Bastion from outside the city itself. Any assault against these forces by another army fights these troops first, with the various bosses and leaders listed in this chapter as their unit commanders. These troops are reinforced by additional orc tribes at a rate of 1d10 units per round. The reinforcements begin on the 6th round of combat and continue every round thereafter until the objectives for victory have been met.

CHAPTER 3: THE NORTHEAST RUINS

The Northwest Quadrant — The Demon Eye Ghetto

The Northwest Quadrant has been staked out by the Demon Eyes. The area along the contested wall is shunned by most of the Demon Eyes, as it is a death zone – volleys of arrows and bombardment from the duke's forces make life near the wall untenable. Skalnok, though, counts on this aversion to keep his secret orc zombie army hidden.

Skalnok has regular patrols through the outer half of the quadrant, but has been given explicit orders to stay out of the inner half, an order the orcs are happy to comply with to avoid the stink of the collected corpses there. Characters trying to sneak through the quadrant will encounter an orc patrol on a 1 on a 1d6, checking each half-hour. There are normally 4 patrols of 5 orcs on duty at any given time.

ORC PATROL (5 ORCS): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8 damage).)*

Key to Demon Eye Ghetto

NE1. The Orcs Who Will Not Die

Scattered in the ruins of these three houses near the shattered west wall are Skalnok's secret tattered army. Each house holds a dozen orc zombies (36 in all). Whenever the Dukes forces start bombarding this quadrant, Skalnoc orders his Demon Eyes to the far side of the quadrant to take cover as his shambling horde comes out. The forces witness orcs fall during each bombardment, only to see them "replaced" the next day by a fresh force, making it seem like there is an endless horde of orcs holding the sector. The psychological effect of this deception has done much to spread despair and rumors throughout the

occupied city's citizenry as to the hopelessness of their situation. Skalnoc orders the bodies of any and all fallen orcs taken to this sector for "burial" and using the power of the Demon Eye to animate dead. Whenever his zombies fall, he reanimates them or animates other corpses to take their place.

A pair of Blood Drinkers has discovered the zombie horde when they prowled into the area looking for a corpse to assuage their hunger for flesh. One was killed and joined the horde, the other escaped but his account of the ordeal was quickly discounted as the ramblings of a drunkard by his tribe-mates.

ORC ZOMBIES (35): *(These neutral evil undead creatures' vital statistics are HD 2, HP 20, AC 12. Their primary attributes are physical and attack with a slam (1d8). In all respects, treat as regular zombies from Monsters & Treasure).*

NE2. Corpse Storage

In the ruins of an old tavern lay the corpses of orcs who have fallen taking and occupying the city. The other tribes balked at storing the corpses near them due to their superstitious nature, but Skalnok welcomed the presence of such raw material. After the incident with the two Blood Drinkers, Skalnok realized the need for a guard to prevent more such raids, and so, summoned a hellhound to act as watchdog.

HELLHOUND: *(This lawful evil beast's vital statistics are HD 4, HP 22, AC 16. Its primary attributes are physical. It attacks with a fiery bite (1d6+1d6 fire damage) and can breathe a fiery pellet that explodes for 4 points of fire damage when it contacts an opponent.)*

NE3. Ruined Bakery

This bakery was destroyed during the fighting, but the spilled flour and dough attracted a pack of giant rats.

GIANT RATS (15): *(These neutral creatures' vital statistics are HD 1, HP 3 each, AC 13. Their primary attributes are physical. They attack with a bite (1d2) that may inflict a disease).*

TREASURE: In a lock box hidden under the counter and not yet found by the occupying forces are 250 sp and 50 gp. The key to the box has long been lost. The lock itself is exceptional and is a CL 5.

Guard Posts: A, B, C, D

From these partially-ruined homes, a band of 5 orcs keeps watch on the western wall (from a safe distance that is). Each has a battle horn, which they sound if they spot any non-orcs or non-goblinoids in the area. Because of the proximity of the fallen orcs, they are a bit skittish and exceptionally alert (a +2 bonus on any ability checks to spot or hear intruders).

ORCS (5 PER POST): *(These Lawful Evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8 damage).)*

NE4. Destroyed Statue of Mandras I

Ravaged by orcs, this once beautiful bronze statue of Mandras Karbosk I sits in the Founders Plaza. Defaced with graffiti and smeared with blood, the destroyed monument is a testament to the ravages of the invading force. The head of Mandras is missing, having been hurled with a heavy catapult across the river, where it bounced off the western fortifications and now rests at the bottom of the river which bears the ancient duke's name. Should the Duke's forces retake the city, recovery of this head would do much to inspire any rebuilding efforts.

NE 5. The Dew Drop Inn

This large inn is nearly intact, and has been taken by the Demon Eyes as their barracks in the quadrant. The inn holds the bulk of the Demon Eyes here in the occupied city. Some of the tribe went with Yorgach, so they are not at full strength. At any given time, there are 2d6 x 10 Orcs here, off duty. This does not include the Orcs who are on duty at guard posts, on patrol, serving at the Gatehouse, or out raiding the countryside on Skalnok's orders. They have taken up all 12 rooms, plus the common room, the kitchen, and the stables to sleep in. Among the orcs is 1 sergeant for every 10 orcs.

ORCS (20-120): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8 damage).)*

ORC SERGEANTS (2-12): *(These lawful evil humanoids' vital statistics are HD 2, HP 13, and AC 15. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8+2 damage for exceptional strength).)*

Perimeter Guard Posts: E, F, G, H

Each of these is a small cottage, which serves a guard post for the Demon Eyes. They are spaced along the perimeter of the quadrant, 2 on the southern edge, and 2 on the eastern edge. Each guard post houses 4 orcs, as Skalnock is less worried about intruders coming from the other tribes than he is about spies coming over the wall from the free portions of the city.

ORCS (20-120): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8 damage).)*

NE6. Calicos' Quarters

A small but well appointed cottage has been given to Calicos, the ambassador from Prince Harinor of Rhodensia. He waits impatiently for Yorgach's return. Skalnok visits with him daily to try to source out his true intentions, and to make sure one of the other chieftains does not harm the ambassador in the meantime.

CALICOS *(Neutral human bard, 7th level, whose vital statistics are hp 55, AC 17. His primary attributes are charisma, intelligence, and strength. He attacks with a +2 broadsword (2d8+3 damage) and wears +1 chain mail. His other possessions include an exceptional lyre, a platinum symbol of his*

office (250 gp value), eyes of the eagle, a potion of cure serious wounds, and a locked chest with 500 gp worth of emeralds as an offering to Yorgach for the alliance. The chest is trapped with a poison needle (CL 3 to disable, CL 4 to avoid effects of poison).

NE 7. Skalnok's quarters

Skalnok has taken a two-story home for his own personal quarters. He uses the top floor for his quarters, and keeps his bodyguard on the lower level. Jerrroka, the hill troll, serves as Skalnok's personal bodyguard, and stays to protect the cottage when Skalnok chooses to go out and about. Skalnok is here about 50% of the time. Other times, he will be out checking on the occupation forces, his own tribe, or meeting with the other chieftains.

JERRROKA THE HILL TROLL: *(chaotic evil, large troll, whose vital statistics are HD 9d8, HP 45, AC 16. His primary attributes are physical. He attacks with either a two-handed axe (1d12) or with his claws (1d4) and a bite (2d6). If both claws hit he can rend (1d4+1) and regenerates 2 hit points per round. His possessions include a great axe, 500 gp in mixed coins, and 3 diamonds worth 50 gp each.)*

SKALNOK, ORC CHIEFTAIN: *(chaotic evil orc equivalent of an 8th level fighter, whose vital statistics are HD 8d10, HP 43, AC 17. His primary attributes are physical. He attacks with a two-handed sword (2d6+7 due to great strength, weapon specialization). His possessions include a+2 two-handed sword, +3 chain shirt, 50 gp on his person, and the Demon Eye (see below). His treasure (and the tribe's) is kept in the top floor of the cottage).*

TREASURES:

THE DEMON EYE: The Demon Eye is a minor artifact, and is, in fact, the eye of a true demon that was given to Skalnok by Yorgach. The eye has several powers, including: (3x/day) allows the wearer to use a wizard eye spell; allows the wearer to make all checks to see or notice something as if wisdom were a prime; and 1x/day to animate dead as a 9th level caster. The Eye can take control of its wearer and control his actions without the wearer's knowledge. When the Eye attempts to take control, the wearer must make a CL 10 charisma save. Failure means the Eye has taken control for 1 hour, and Yorgach can use the wearer as his puppet, seeing through the eye and speaking through the wearer's mouth. The wearer is unaware of what he or she does while the Eye is in control.

The Demon Eye's treasury is kept in Skalnok's quarters in a locked and trapped chest. The lock is stout (CL 5 check to open). It is trapped with a vial of explosive, alchemical fluids that will explode if the lock is tampered with before the trap is disabled (CL 6 check to disable the trap). If the trap is set off, the chemicals will explode in a fireball of 5-foot radius dealing 3d6 points of fire damage (CL 6 dexterity save for ½ damage).

Inside the chest are 500 platinum coins, 2 fist-sized emeralds worth 1000 gp each, and 2000 sp. Skalnok keeps 2 potions of cure serious wounds here as well for emergency use.

NE 8. The Smoldering Cellar

Several goblins eagerly dig through the smoldering wreckage searching for loose coins and other bits of treasure that may have fallen into the cellar when this large inn burned and collapsed in on itself. Beneath the heavy beams in an area still to be explored careful searchers can uncover the body of a dead necromancer and the 8 zombies he created from other inn patrons in an effort to dig a safe place to hide. Though the necromancer was killed when the burning inn collapsed, his mindless undead await freedom. Treasure: the necromancer's body has a wand of magic missile (level 3, 13 charges), +1 ring of protection; careful searching elsewhere (CL 4) recovers an ornate silver bracelet (20 gp), a melted gold chalice (10 gp), and loose change totaling 48 gp, 23 sp, and 109 cp.

GOBLIN SCOUTS (4): *(These lawful evil creature's vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, shortbow, 20 arrows and 10–40 sp.)*

ZOMBIES (8): *(These neutral evil creatures' vital statistics are HD 2d12, HP 13 each, and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage.)*

NE 9. Snoring Ashes

Once a large home of some sort, nothing rests here but the foundation and the charred remnants of the walls. An open trapdoor in the ash-covered floor reveals only darkness. The floor itself is cloaked with a thick layer of ashes and debris from the walls and ceiling. Several large sets of footprints make their way through the ashes to the trap door and deep snores burst from the dark cellar at random intervals. The snores come from several large bugbears that sorted through the ash and debris looking for treasure. After finding the trapdoor in the strangely undamaged wood floor beneath the ashes, they jumped down into the darkness to continue their search. There they discovered several massive casks of ale which they promptly began drinking. Despite their alcohol-induced slumber, the bugbears awaken easily and rise in a foul, destructive mood.

BUGBEARS (4): *(These lawful evil creatures' vital statistics are HD 3d8, HP 20, 18, 14, 12, and AC 17. Their primary attributes are physical. They attack with heavy flails doing 1d10+1 points of damage, javelins doing 1d4+1 points of damage, or a longbow doing 1d6 points of damage. They can hide and move silently and have darkvision to 60 ft. They carry heavy flails, 3 javelins, longbows, a quiver with 10 arrows and 20-40 sp.)*

NE 10. The Green Tower

A group of goblins lead by a hobgoblin surrounds this three-story tower of green stone. Tossing stones and curses, the group stays at least 20 feet away from the single stone door leading into the tower, perhaps due to the collection of a half-dozen goblin corpses in front of it. Clearly protected by powerful magic, the tower is abandoned. The wizard that lived here fled long before the army's arrival and took the time to run away

with everything of value. He has left a potent trap on the door (CL 8 to find and disable) that sends a bolt of electricity through anyone touching it (5d6 points of electricity damage). Convinced the tower holds great treasure and that he has heard someone alive inside, the hobgoblin threatens and screams at his warriors trying to convince them to break down the door or begin smashing the walls.

Within the tower is a mad clay golem, abandoned by its maker as a special present to the oncoming army. If the door is opened, the golem attacks anyone in the doorway as it makes it way out of the tower before going on a rampage through the ruins. The golem attacks any living creature it comes across as it wanders aimlessly through the city. The few bits of glassware left behind by its creator are smashed, as is all of the furniture.

HOBGOBLIN LEADER: *(This lawful evil creature's vital statistics are HD 1d8+1, HP 6, and AC 15. Its primary attributes are physical. It attacks with its weapons and carries a dagger, longsword, longbow, 20 arrows and 6 gp.)*

GOBLIN WARRIORS (30): *(These lawful evil creatures' vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, shortbow, 20 arrows and 10–40 sp.)*

CLAY GOLEM: *(This neutral construct's vital statistics are HD 9d10, HP 53, and AC 22. Its primary attributes are physical. It attacks with a powerful slam doing 3d10 points of damage. It is berserk, and attacks all creatures or even structures nearby with a +2 bonus and is immune to all magic with the exception of the following spells: move earth inflicts 3d12 points of damage to a clay golem, disintegrate affects the clay golem as a slow spell and inflicts 1d12 points of damage (physical save negates), and earthquake prevents a clay golem from moving and inflicts 5d6 points of damage.)*

NE 11. Well of Hands

Madness grows in the heart of war and destruction, and this scene could only have been brought about by some bizarre sickness of the mind. A dozen zombies bump into each other at the bottom of this deep, smooth sided well. Just over 20-feet deep, the pit is now an impossible trap for the zombies as each of them has had their hands cut off. The zombies clumsily chase their creeping hands across the ground, acting bewildered as they stab at them with oozing stumps.

ZOMBIES (10): *(These neutral evil creature's vital statistics are HD 2d12, HP 11 each, and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage. One zombie is clearly wearing an ornate gold neck chain (200 gp) and another appears to be wearing a set of ornate silver bracers (80 gp).)*

ZOMBIE HANDS (20): *(These neutral evil creatures' vital statistics are HD 1d12, HP 1 each, and AC 12. Their primary attributes are physical. They attack at a –3 penalty with a claw for 1 point of damage. Several hands have been destroyed by the clumsiness of their previous owners.)*

NE 12. Shrine of Fythele

Once devoted to joy and peace, this holy site was torn stone from stone by the enraged army leaving rubble and ruin filling the wide 40-by-60-ft basement. The 20-ft-deep opening is surrounded by laughing goblins, hobgoblins and bugbears that watch the slaves below search the filth for food. Two open iron cages stand to once side along with a third closed cage containing a ghoul. In addition to urinating on the conquered slaves and throwing other wastes into the now desecrated basement, the bugbears in charge periodically drop a ghoul into the mix. Laughter and betting ensues as the humanoids watching try to determine how many slaves die before the remaining slaves can beat the ghoul to pieces with stones. Right now only 15 slaves remain alive, all on the verge of starvation. The bugbears are preparing to add the last ghoul now, before abandoning this desecrated location completely. Although the conquering army looted and searched the ruins quite thoroughly before using them for entertainment, they missed a small gold statue of a peaceful woman holding flowers hidden beneath the rubble (CL 8 to find).

IDOL OF THE MAY QUEEN: (2,000 gp;. In the hands of a good-aligned creature the statue can be used to cast a bless spell (caster level 8) once per day.

The remaining slaves are relatively well-organized, and include half-elves that are moderately immune to the ghoul's paralysis. They surround an attacking ghoul and pound it ferociously with rocks until it stops moving. Knowing that their situation is particularly desperate, if the PCs attack or create a diversion they attempt to join in the battle, first by throwing rocks and then by helping each other climb out of the basement to attack. They grab the closest weapon they can find or use rocks.

BUGBEARS (4): *(These lawful evil creatures' vital statistics are HD 3d8, HP 22, 21, 18, 17, and AC 17. Their primary attributes are physical. They attack with two-handed axes doing 1d12+1 points of damage, javelins doing 1d4+1 points of damage, or a longbow doing 1d6 points of damage. They can hide and move silently and have darkvision to 60 ft. They carry two-handed axes, 3 javelins, longbows, a quiver with 10 arrows and 20-80 sp.)*

HOBGOBLINS (5): *(These lawful evil creatures' vital statistics are HD 1d8+1, HP 6, and AC 15. Their primary attributes are physical. They attack with their weapons and carry a battleaxe, spear, and wood shield and 10-40 sp and 1-2 gp.)*

GOBLIN SCOUTS (20): *(These lawful evil creatures' vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, wood shield and 10¬¬-20 sp.)*

GHOUL: *(This chaotic evil creature's vital statistics are HD 2d8, HP 9, and AC 14. Its primary attributes are physical. It attacks with 2 claws, dealing 1d3 points of damage and a bite dealing 1d6 points of damage. Its special abilities are paralysis and they have darkvision to 60 ft. Any creature, other than an elf, struck with a claw or bite attack must succeed at a strength save or be paralyzed for 1d4+1 turns.)*

HALF ELVEN SLAVES X9: *(These neutral humanoids' vital statistics are HD 1d8, 2–6 HP, and AC 11 (no armor). Their primary attributes are strength and constitution. They attack by weapon type or with rocks for 1 point of damage. Their special abilities include elven traits and forest stealth. They have no possessions.)*

HUMAN SLAVES X6: *(These neutral humanoids' vital statistics are HD 1d8, 2–6 HP, and AC 11 (no armor). Their primary attributes are strength, dexterity, and constitution. They attack by weapon type or with rocks for 1 point of damage. They have no possessions.)*

N 13. Stinking Pond

The stench of death and decay hovers over this small pond. Once part of a decorative garden behind a small manor, the manor, garden, and the walls that once enclosed it are in ruins. Plants near the pond are wilted and a broad path has been burned through the wood debris of the fence and the plants near the pond by some sort of acid. Anyone shining a light into the murky, stinking waters sees the glint of gold and silver at the bottom of the pond. Items within a gelatinous cube that remain undigested. The gelatinous cube is almost impossible to spot due to its transparency and position beneath the water. Treasure seekers plunging into the pond find that it is shallow, with the cube itself only a foot beneath the surface of the murky water. If the cube is destroyed and the murky, stinking depths of the pond carefully searched one can find a total of 35 gp, 53 sp, and 345 cp in loose coins as well as a +1 ring of protection, the head of a +1 hand axe, and an ornate silver necklace (45 gp).

Gelatinous Cube: (This neutral creature's vital statistics are HD 4d10, HP 25, and AC 3. Its primary attributes are physical. It attacks with a slam dealing 1d4 points of damage. Its special abilities include blindsight to 60 ft. and complete immunity to electricity damage. A gelatinous cube secretes a digestive acid that dissolves organic substances dealing 1d4 points of acid damage. Metal and stone are immune to this damage but all melee attacks deal the extra acid damage and engulfed creatures suffer damage each round. A gelatinous cube can simply move over a creature and engulf them. A successful dexterity save avoids being engulfed, but those that fail are subject to both slam and acid damage every round. A gelatinous cube secretes an anesthetic coating that can paralyze creatures struck or engulfed if they fail a strength save. The transparent nature of a gelatinous cube grants it total concealment, a character must succeed at a wisdom save (CL 4) to avoid walking right into a gelatinous cube. Creatures that walk into a gelatinous cube must succeed at a dexterity save (CL 8) or be immediately engulfed. Gelatinous cubes are partially immune to cold damage, on a successful save the gelatinous cube suffers no damage at all, on a failed save it 1d4 points of damage and is slowed (as per the spell) for 1d4 rounds.)

N 14. Cottage of Brund the Mad

Considered a bit mad before the invasion, Brund locked himself inside his cottage and began consuming various potions and strange herbal remedies. Struck dead by the various magics he consumed, Brund became a ghast. When several looters discovered his cottage and broke in, they quickly fled and trapped the ghast back inside. The door is now boarded shut, as is the single window on one side. Although the area stinks of death and decay, movement can be heard inside the cottage.

While alive, Brund collected maps, some would say this was a symptom of his madness, but his collection of various maps can be very useful. It includes directions to several nameless dungeons and well as a map of the city before the invasion. A small wood box containing 2 potions of cure light wounds, a collection of 12 small topaz gems (25 gp each), and a pouch with 87 gp is hidden beneath a loose floorboard under the broken bed (CL 8 to find).

BRUND THE MAD, GHAST: *(This chaotic evil creature's vital statistics are HD 4d8, HP 19, and AC 17. Its primary attributes are physical. It attacks with 2 claws dealing 1d4 points of damage and a bite inflicting 1d8 points of damage. Its special abilities include darkvision to 60 ft. and a powerful stench that surrounds it. Creatures within 30 ft. must succeed at a constitution save or be struck with waves of nausea that inflict 1d4 points of subdual damage and a -2 penalty to all attack rolls. The waves of nausea persist until 2 rounds after the character can no longer smell the stench. Creatures struck or bitten by a ghast must succeed at a strength save or be paralyzed for 1d4+1 turns. Creatures that die from a ghast's claw or bite attacks rise again as a ghoul (less than 4 HD) or a Ghast (4 HD or more) in 2d4-1 days. Ghasts are vulnerable to cold iron.)*

N 15. Aciante's Crater

Approximately 60-ft-across and 20-ft-deep at its center, the crater is covered with a light tracing of sand-like dust, apparently from the complete destruction of whatever objects might once have been inside the radius of the crater. Aciante, an elderly wizard seeing his life near its end and witnessing the power of the oncoming hordes, set himself up with protective spells and began casting his spells in a wild fury, in an effort to draw in as many foes as possible before breaking his staff of power in a retributive strike. The cataclysmic release of magic destroyed many of the most powerful warriors and helped give the invaders a reason to pause. The only objects surviving the blast are the two halves of Aciante's ornately carved staff, now bereft of magic, that stand against each other in the very center of the crater.

Aciante's sacrifice was witnessed by the gods and though he was not saved, this scene of devastation is now hallowed ground providing the effects of a bless spell on anyone of good alignment, so long as they are within the confines of the crater. Creatures of good alignment resting within the crater also heal at twice the normal rate and healing spells cast by good-aligned clerics function as if the caster were one level higher. Creatures of neutral or evil alignment must succeed at a wisdom save (CL 4) to enter the crater and do not heal normally inside its sloping walls (magical healing still functions normally).

N 16. Talking Heads

A lonely stone wall stands on a low, grassy hill, surrounded by little more than a few stones and some bushes. Once part of the residence of a powerful wizard; even centuries after his death, enough magic remains to frighten away both residents and invaders. Alas, it is not a safe place to hide or rest as standing on the wall are 4 stone heads that begin talking as soon as anyone approaches to within 30 ft. Each head has a different tale, and each tale is complete nonsense, and all of the tales are told at once. The annoying sound of their talking is easily heard over a great distance and silencing them is almost impossible. Made of enchanted stone, the heads are difficult to damage, and have the added horror of being able to cast a limited number of spells with which to defend themselves.

ELDRITCH HEADS (4): *(These neutral creature's vital stats are HD 6d10, HP 35 each, and AC 12. Their primary attributes are mental. They can only be damaged by magic weapons of +1 enchantment or better. They have no physical attacks but can cast the following spells 1/day as a 6th level caster: 1st—daze, entangle, magic missile; 2nd—acid arrow, scare, summon swarm; 3rd—lightning bolt, stinking cloud, suggestion.)*

TREASURE:

Destroying the heads and dismantling the wall reveals a small hidden chamber in the foundation. The false wall requires a (CL 4) wisdom check to notice. The ancient chest resting in the hidden chamber contains bits of decayed parchment and the rotting remnants of several bags as well as 340 gp, 820 sp, 203 cp, 4 pearls (75 gp each), 2 topaz gems (50 gp), and 3 moonstones (25 gp) mixed with the debris in the bottom of the chest.

N 17. Hunter's Moon

While the scorched walls of the tavern still teeter, the roof has burned away to collapse on the interior, crushing and burning the inside of the building. Hunter's Moon was the last hiding place of a few straggling refugees and the elderly bard trying to lead them to safety. The bard's rage lives on in the form of a ghost whose unearthly howling haunts the decrepit ruin. Now twisted to hatred and vengeance, there is a 50% chance that the ghost is willing to talk to good-aligned adventures and provide them with information about the invading hordes. If the PCs swear to eliminate the head shaman of the invaders, and return with proof of their deed, the ghost gives them the location of a harp of charming before going to his final rest.

GHOST: *(This lawful evil undead creature's vital statistics are HD 10d8, HP 52, and AC 20. Its primary attributes are mental. It attacks with a slam that inflicts a touch of death aging humans and half-orcs 1d4 decades, halflings and half-elves 1d6 decades, gnomes and dwarves 3d4 decades, and no effect on elves. Its special abilities include a frightful moan, wisdom save or affected as per the fear spell, telekinesis, as per the telekinesis spell, and are incorporeal. As incorporeal creatures existing on the ethereal plane, ghosts are only subject to attack with silver or magical weapons. Creatures on the ethereal plane can attack with normal weapons.)*



N 18. Green Manor

Not long ago, this manor was likely to have been quite beautiful. All that remains now is slime-covered rock showing decay so rapid that magic was clearly involved. All wood and organic materials, including the plants of the garden are gone, leaving behind only bare rock, or slimy, glistening stone. The vast damage was performed at the hands of a shaman experimenting with some grey ooze that he had trapped in ceramic jars. The aid of several spells helped the oozes consume the supports and roof of the manor causing the stone to collapse. The massive amount of food led to a burst of growth and then starvation as the oozes consumed all organic material in the area. Eight oozes now remain, slowly moving their way out of the manor grounds to consume new areas. Eliminating the oozes and searching through the toppled stone walls results in the discovery of a hidden treasure room (CL 8). Unfortunately, the potent acids of the oozes dissolved any metal items of value leaving behind only a few stone items in pools of weak acid (1d4 acid damage if touched before washing). Remaining treasure includes pieces of ornate jade from a necklace (300 gp), a ceremonial stone dagger in need of a new hilt (50 gp when repaired), 8 moonstones (25 gp each), and 12 malachites (10 gp).

GREY OOZE (8): *(These neutral creatures' vital statistics are HD 3d10, Hp 15 each, and AC 5. Their primary attributes*

are physical. They attack by grabbing and constricting a target where they deal 1d8 points of acid damage per round. Stone and magic items are immune to the acid, which burns through armor 1-2 rounds before the acid affects constricted characters. Grey oozes are nearly transparent and cannot be seen by any creature more than 5 ft. away. A creature within 5 ft. must succeed at a wisdom save (CL 6) to notice a grey ooze before it attacks.)

N 19 and N 20. Goblin Tunnels

The cellars of these once fine estates now serve as a dig site, attempting to undermine the northern walls of the Central Bastion. Like the tunnels in the Eastern Trenchworks, these cellars team with goblin sappers. The diggers and sappers here are also within 3 days of collapsing the walls unless they are somehow stopped or impeded in their attempts.

GOBLIN SAPPERS: *(2d10+10 per tunnel) (These lawful evil creatures' vital stats are HD 2d6, HP 6, AC 15. Their primary attributes are physical. They attack with a pick (1d6) or grenade (3d6, fire and force damage in a 5-foot radius of the explosion point, CL 2 dexterity save for half damage). They have darkvision 60 ft. Each sapper carries a pick and 1d4 grenades as well as 2d4 gp.)*

Defenders from the Central Bastion daily fire shot at the area of the cellars, attempting to thwart the sappers progress. Despite their attempts and the attempts at counter-tunneling to collapse their tunnels, the goblins press on so long as the lash of their superiors is at their back!

PATH TO VICTORY

ASSASSINATING LEADERS (20 POINTS EACH): Assassination of Jerroka or Skalnok forces a power struggle not unlike the one detailed in the previous chapter. The loss of Jerroka or Skalnok leaves the Demon Eyes "weak" by standards of other remaining orc tribes, who are quick to slay at least 50% of the demon eye numbers, (Taking 20% casualties in the process), and assume control of their territory. These orcs may be drawn from those in the siege-works or other sections of town.

DESTROY OR CAPTURE THE DEMON EYE (50 POINTS): Getting rid of the Demon Eye means the orcs no longer have the power to constantly generate zombies to replace their fallen numbers. This loss serves as encouragement, bolstering the defenders of both West Dro Mandras, and those survivors clinging to hope in the Central Bastion area.

CAPTURE CALICOS (40 POINTS): If Calicos can be captured and turned over to the Duchess's forces in the free sections of Dro Mandras, much can be uncovered about the plot of the weakling princes to ally themselves with Yorgach in their eminent invasion of the Western Duchy.

COLLAPSE THE GOBLIN DIG (20 POINTS PER TUNNEL): If the goblin tunnels can be collapsed and the sappers slain (or somehow trapped within the rubble), surviving goblins from other areas are forced to give up their current excavations. Two days per collapsed tunnel is added to the time required for the goblins to collapse the Northern Walls of the Central bastion.

CHAPTER 4: DOCKSIDE, NO-MANS LAND AND THE SOUTHEAST

This section of the East Dro Mandras garrisons hundreds of orcs, goblins, hobgoblins, and the many creatures who have risen from the depths of the sewers below, or found entry to the city through its shattered walls. Although most of this dock is too far away to take fire from West Dro Mandras, the area takes heavy fire day and night from the defenders in the East Central Bastion, who are careful to avoid destroying or defiling the few buildings which still stand, giving the invaders decent cover from their attacks. Found here, too, is the sacked Temple of Vanium, and its eternal guardian!

NO MAN'S LAND

This quarter of the city is mostly in ruins. This is where Yorgach's forces breached the city and was the site of the most pitched battles. The battle carried from here to the gatehouse, leaving the other quadrants mostly intact except for the damage they received from the siege bombardments.

Breaches in the walls have allowed creatures from the wild to access this quarter and settle in here to make it their new home. The gnoll scavengers also lair here, using the breaches in the walls to sneak out into the countryside to forage for booty and supplies.

Parties exploring this sector have a good chance of encountering something nasty among the ruins. Check for encounters each half hour spent exploring or wandering through this quadrant. There is a 1-in-6 chance of an encounter. If an encounter occurs, use the table below, or choose an appropriate encounter to your liking.

ROLL (D12)	ENCOUNTER
1	Gnoll patrol (2-5 gnolls)
2	4-36 ravens
3	1-4 wererats
4	Bombardment
5	Fleshcrawler
6	1-8 ghouls
7	2-5 AWOL goblins
8	Imp
9	2-20 giant rats
10	1-4 shadows
11	2-5 medium spiders
12	1-10 stirges

GNOLL PATROL: *(HD 2, HP 10, AC 15, saves: physical, shortbows (1d6) or battleaxes (1d8).) They are returning from or going to foraging mission outside the walls.*

RAVENS: *(HD 1, HP 1, AC 14, saves: physical, ravens do not attack, but if the Players disturb them, they fly off in a rush, alerting others to the PCs' presence. Increase encounter checks to once every 10 minutes and encounters now have a 3-in-6 chance of occurring).*

WERERATS: *(HD 3, HP 17, AC 17, saves: physical. Attack with longsword (1d8) or bite (1d4 plus disease).)*

BOMBARDMENT: On this roll, the PCs have become caught in a bombardment of the area either by friendly or enemy forces. PCs must make a dexterity save (CL 3) for half of 4d6 points of damage as catapult shot/shattered masonry rains down on them.

FLESHCRAWLER: *(HD 3, HP 15, AC 17, saves: physical; attacks with 2 bites (1d6) or 6 claws (1d4), SA: Paralysis, Constrict, Death Throes, Animation).*

GHOULS: *(HD 2, HP 10, AC 14, saves: physical; attacks with 2 claws (1d3) and bite (1d6), SA: Paralysis).*

GOBLINS: *(HD 1, HP 4, AC 15, saves: physical; attack with short swords (1d6).) They are supposed to be working in the goblin ghetto, but have sneacked away to look for something of value or interest (and to get out of working).*

IMP: *(HD 1, HP 6, AC 15, saves: mental & physical, attacks with a bite (1d4) and a stinger (1 point damage plus poison), SA: Invisibility, SR 3, Regenerate 1 HP per round, Poison deals 1 point of damage per round on the first round and 2 points of damage per round for the next 4 rounds).*

GIANT RATS: *(HD 1, HP 3, AC 13, saves: physical; attack with a bite (1d2) plus disease.)*

SHADOWS: *(HD 3, HP 21, AC 13, saves: mental; attack with incorporeal touch (1d4) SA: Create Spawn, strength Damage, Incorporeal, Blend, Sunlight Vulnerability). This encounter will only take place at night or within a darkened building.*

MEDIUM SPIDERS: *(HD 3, HP 14, AC 15, saves: physical; attack with a bite (1d6) plus poison, SA: Web.)*

STIRGES: *(HD 1, HP 3, AC 16, saves: physical; attacks with a touch (1d6) SA Attach, Blood Drain, Agile (+3 on attacks and dex saves).)*

Key to No Man's Land

D1. Welcome Traveler Inn

The gnolls have chosen a relatively-intact inn near the Gates to the Northeast Ruins to make their lair. This leaves them near the quadrants held by the orcs and goblins, but not part of them. There are a total of 36 gnolls in the raider troop, but usually only 12 of them are in the city at any given time. Hrralnar usually remains within the city to monitor the happenings there, but occasionally gets tired of the political squabbling between the various orc tribes and between the orcs and goblins, and takes a patrol out on a raid. Hrralnar keeps a small pack of hyenas as guards at the lair as well. When in the lair, the gnolls are not particularly alert, generally relying on the hyenas to warn them of intruders, and on their traps to protect various storehouses nearby.

GNOLLS: *(Large, chaotic evil humanoids, whose vital statistics are HD 2, HP 11, AC 15. Their primary attributes are physical. They attack using short bows (1d6) or battleaxes (1d8). Possessions: 2-8 sp, short bow, 20 arrows, battleaxe.)*

HRRALNAR, THE GNOLL CAPTAIN: *(Large, chaotic evil humanoid equivalent of 5th level fighter, whose vital statistics are HD 7, HP 39, AC 18. His primary attributes are physical. He attacks with a +1 battleaxe (1d8+3 due to magic and strength). Possessions: +1 battle axe, chain shirt, 20 gp.)*

HYENAS (6): *(Medium Animals whose vital statistics are HD 1, HP 5, AC 12. Their primary attributes are physical. They attack with a bite (1d6), and can gang up and pull down a solitary prey, use the overbearing rules in the PHB and add +2 to the check for each additional hyena attempting to pull down an opponent.)*

D2. Storehouse

This partially-collapsed home sits nearby the gnoll's lair. They use this to store some of their booty. The entryway is rigged with a spear trap. It is a CL 3 check to find and/or disable the trap. Otherwise it triggers when the door is opened. A spear will launch attacking whoever opens the door (+3 on the attack roll, dealing 1d8 damage). Inside the gnolls have gathered piles of household goods, pewter vessels, tankards, plates, etc. in heaping piles. Altogether, the lot could be sold to the right buyer for 250 gp, but the pile is enormous and weighs over 250 pounds, all told. Moving and storing the merchandise could prove problematic.

D3. Damaged cottage

This cottage was severely damaged in the fighting. If someone looks inside they can see something multi-colored and shimmering in the light, but the rubble makes it difficult to determine what it is. The floor here is severely damaged, and cannot support any more weight. Anyone entering the cottage will cause the floor to collapse into the root cellar below (treat as a 10-ft-deep pit trap). The cottage belonged to a stained class maker, and the shimmering came from shard of broken glass from broken pieces of stained glass and from the glass beads he used to make them. If someone spends two hours collecting the beads, they may find enough to sell to the right buyer for 10 gp.

D4. Abandoned Inn

This inn, located near the breached walls, is severely damaged and abandoned. It looks like it has been ransacked, but inside what was the innkeeper's office appears to be an intact chest with a stout lock. In reality, it is a mimic who has learned that this form is very effective in getting him easy prey among the occupying humanoids, and it lies in wait for something to come investigate and become its dinner.

MIMIC: *(Large, neutral aberration, whose vital statistics are HD 7, HP 47, AC 15. Its primary attributes are physical. It attacks with a slam (3d4), SA: Adhesive, Crush, Immunity to Acid, Mimic Shape.)*

TREASURE: Hidden among the innkeeper's personal effects in a drawer in his desk with a false bottom (missed by the looters) is a potion of protection from evil, a jeweled dagger with a pair of sapphires worth 250 gp, a small bag with 50 pp, a bird feather

token, a small diary, and a treasure map leading to the Crater of Umeshti that he accepted as payment from a patron.

D5. Blacksmith Shop

This was a well-stocked blacksmith shop, but has been thoroughly looted. Beneath the shop, in a cellar, the smith kept a storehouse of crafted items and a hidden tunnel to smuggle out weapons he made to sell without having to pay the proper taxes on. A tally sheet in the basement shows a large number of shipments were destined for Dirty Bowbe's Roadhouse for buyers staying there. The tunnel however was breached by a subterranean tunnel, and the forged metal lured the cellar's current occupant there. Most of the items stored here have been reduced to rust, as the rust monster now lairing here has consumed them.

RUST MONSTER: *(Medium, neutral, aberration, whose vital statistics are HD 5, HP 23, AC 18. Its primary attributes are physical. It attacks with antennae (rust).)*

TREASURE: Among the smith's stores that have not been consumed yet are a suit of banded mail, 2 large shields, and an exceptionally well-crafted longsword (+1 non-magical bonus to hit due to its quality). Several more mundane items (horseshoes, nails, etc.) are also stored here, but most have been consumed by the rust monster.

D6. Gnoll Storehouse

This abandoned workshop has been converted into a storehouse by the gnolls. Lying in the cottage are several large sacks. Carefully hidden among the rubble in front of the sacks is a tripwire. Triggering the tripwire will cause the net hidden on the floor to snap up and the rope to pull the net up towards the rafters. The trip wire is a CL 3 to find and/or disable. If triggered, all characters in a 10-foot-square in front of the sacks must make a CL 4 dexterity save or be caught in the net. The net is lined with small bells which will sound when the trap is sprung; alerting the gnolls that someone is after their booty. Those caught in the net are suspended 10 feet off the ground by a rope hung over the rafters. It takes 1d4 rounds to cut one's way out of the net, but anyone outside the net can cut the rope to drop the net in 1 round. If the rope is cut, or someone cuts their way out, they will fall 10 feet and take 1d6 points of damage from the fall.

D7. Guard Tower

This guard tower has been breached and lies in ruin, but it still stands. The upper level of the tower has become the nest for a pair of harpies that flew in and discovered it a few days ago. The harpies have been content so far to hunt the countryside and return to the tower to nest. So far, the occupying forces are unaware of their presence.

HARPY (2): *(Medium, chaotic evil humanoids, whose vital statistics are HD 3, HP 20, 14, AC 13. Their primary attributes are physical. They attack with 2 claws (1d3) or short bows (1d6) and have a captivating song.)*

TREASURE: Hidden among the harpies' nest is a gold bracelet worth 250 gp, 3 agates worth 50 gp each, and an ivory scroll case (the scroll case is worth 100 gp) with a scroll with the illusionist spell, fog cloud on it.

D8. Leaping Bull Tavern

This tavern lies in ruins. What remains of the upper level has been ransacked, but the basement door still stands locked with a stout lock, and barred from the inside. The innkeeper took refuge in the basement, but never made it out, for unknown to him lurking in the basement was an ochre jelly that was shipped inside one of the ale kegs.

OCHRE JELLY: *(Large, neutral ooze, whose vital statistics are HD 6, HP 42, AC 14. Its primary attributes are physical. It attacks with a slam (2d4 acid damage) and can constrict. It splits if enough damage is caused).*

TREASURE: In the basement are two kegs of fine ale worth 50 gp each, and a tun of wine that can be sold for 200 gp.

D9. Lost Temple of Vanium, the Fearless

This was a temple that permitted prayer to all of the gods worshipped in Dro Madras. Although the thick, fortress-like outer walls still stand, the ceiling has crumbled down upon the once highly polished marble floor. Broken pillars sit upon a pile of dense rubble. Underneath the rubble is a secret entrance into the true temple here, one dedicated to Vanium, the Fearless, worshipped by a group of warrior-elite within the city. Inside the true temple is another secret entrance, this one leading to a tunnel that leads directly to the Mausoleum of the Faithful.

Watching over the temple is a tall statue of Vanium, which is actually a stone golem set to guard this place. If any attempt to desecrate the temple or open the secret tunnel without first performing the rite of Vanium upon the altar, the golem will animate and attack.

STONE GOLEM *(Large, neutral construct whose vital statistics are HD 12, HP 100, AC 26. Its primary attributes are physical. It attacks with a slam (3d8). It has a slow effect and is immune to magic See Monsters & Treasure by Troll Lord Games for additional details.)*

TREASURE: The vessels on the altar are pure gold and worth 2500 gp altogether. Attempting to take these vessels will animate the stone golem guardian. Hanging behind the altar is a true Banner of Courage, which may only be taken from the altar by a paladin of Vanium of at least 4th level. See Chapter 8 for details on the Banner of Courage.

D 10. Safehouse "The Lucky Laddie"

This ruined cottage seems to have been a condemned tavern and in disrepair before the invasion. It is actually a safehouse for the Black Alley Gang. There is a tunnel beneath it that leads to the Sewer River Way and from there, on to the network of tunnels leading to the Bleeding Sword in West Dro Mandras.

The safehouse is used by the Back Alley Gang to spy on the occupying force. They then sell this information to the Duke's commanders for a hefty price. At any given time, there is a pair of rogues in the safehouse. Currently, the rogues present are Parando and Julian. They purchase info from the characters about the strength and position of opposing forces, and especially what is happening in the Demon Eye ghetto since they have not been able to learn the secret of the never-ending orcs there (Skalnok's zombies). However, if they feel the characters are untrustworthy, they attempt to eliminate them to make sure the secret location of the safehouse is not divulged to the invaders.

BACK ALLEY ROGUES *(2, Parando and Julian) (neutral, human 4th level rogue, whose vital statistics are HP 15, AC 15. Their primary attributes are dexterity, wisdom, and charisma. They attack with short bows (1d6), short swords (1d6), or daggers (1d4). Possessions: short bow, 20 arrows, short sword, dagger, potion of invisibility each).*

GUILD TREASURY: Buried and trapped below the floorboards is a substantial amount of guild wealth which is kept hidden here and has as of yet avoided the destructive looting of the orcs and their allies. A (CL 6) wisdom check is required to even locate the secret panel in the floor that leads to a 10-foot dead drop. At the bottom of the drop are several deadly traps and of course a stone plate under which are the chests of roguish loot.

SECRET DOOR TRAP: When opened without properly disarming/disabling the traps, a set of jawed clamps flips up from the floor catching and possibly severing the arms/appendages of the perpetrator. The trap is +10 to hit and deals 3d6 points of damage on a successful hit. Also, the perpetrator is pinned to the trap on a successful hit, requiring the perpetrator or helpers to make a CL 6 strength check to pry them free. On a natural 20, the arm or hand of the perpetrator is severed, causing double damage and a permanent loss of 1d6+2 dexterity points (as related to the use of that hand, two handed weapons, bows and shields).

The secret door trap is a CL 6 to detect and a CL 6 to disarm successfully.

FLOOR TRAP: Located at the bottom of the 10 ft drop, the trap causes a 5 ft section of stone wall to slam against the opposite wall, pinning the opponent. The slamming wall is a CL 6 to detect and CL 7 to disarm. If triggered it deals 6d6 points of damage. Disarmament typically involves hanging upside down or suspended above the floor and pinning the wall section with iron spikes, unless the trigger can be otherwise discovered.

THE SECOND SECRET PANEL: This panel requires a CL 8 wisdom check to detect. Below the floor are 4 iron lock boxes. Each lock box is locked requiring a CL 8 pick locks check to open. Each of the chests is trapped as detailed below.

CHEST 1: Even with the key, this chest may only be opened with a pair of specially treated and oiled lamb-skin gloves, lest the contact poison slay the opener. The trap is a CL 6 to detect and a CL 3 to disarm properly unless the rogue has 50 gp lambskin gloves handy. A failed disarm check or even touching the chest without gloves forces a constitution check (CL 6) or suffer 1d6 points of temporary constitution damage and a secondary save vs. 2d6 points of constitution damage. The venom itself is worth 3000 gps if it is successfully harvested by an Assassin or character with a similar alchemical knack.

TREASURE: A book entitled "Treholt's Treatise on Venom and It's Ill Effects" is worth 2500 gp to an assassins guild or ranger band. The book requires the reader's full study for 2 weeks time, after which they gain a permanent +2 to any checks relating to the use of poison and venoms. An alchemist in a large city may also find use for this book. Also found is a wand of web with 50 charges, and 500 gps in rare gemstones.

CHEST 2: A caustic acid is released if the trap is not successfully disarmed (CL 5). The Trap is a (CL 5) to detect. Failure indicates that all of the treasures hidden within the chest are destroyed by vials of acid that are triggered to dump their contents onto the valuable oil paintings, scrolls, and rare books hidden within, permanently ruining them.

TREASURE: 4 rare paintings worth 1d4x1000 gp each. An original copy of "History of the Umeshti" by Hutulkahn worth 2000 gp. The book contains 3 false maps of dungeon levels in the crater of Umeshti, that by all accounts look completely legitimate. Also found are 3 wizard scrolls and one cleric scroll with 3 spells each ranging from level 1-6. Consult the Monsters & Treasure by Troll Lord Games for the sort and type of spells found here.

CHEST 3: This chest is trapped with poison darts that fire off in every direction if the trap is not detected with a successful traps check (CL 4). The trap is easy enough to disable requiring a successful traps check (CL 2). If sprung, the trap is +5 to hit everything in a 10 ft. radius. A successful hit means targets are hit with 1d4 darts dealing 1d2 points of damage each. The venom on the darts is particularly debilitating, dealing an additional 1d6 points of damage per dart unless a successful constitution save (CL 4) is made. If successfully disarmed, the darts may be collected by an assassin who makes a successful poison use check (as well as a successful traps check of course). 20 such darts may be harvested in this manner.

TREASURE: The chest contains 4 malachite stones worth 50 gp each, and 2400 pieces of silver, 5 potions of change self, a suit of fine nobles clothes worth 300 gp, a 100 gp painting of a nobleman wearing the clothes, a diary with detailed notes which would allow one to assume the identity of an individual named "Lord Hazzter of Unzathistan."

CHEST 4: Touching the chest (even with thieves' tools) triggers an illusion that the chest is actually a bloodthirsty mimic. Characters viewing the illusion must make an intelligence save (CL 6) or believe that the mimic is attempting to kill them. For all intents and purposes the illusion "acts" and attacks just as a true mimic, however all damage dealt is only in the mind.

Attacking or otherwise destroying the chest causes an alchemical explosion dealing 6d6 points of damage (No dexterity save if

opened in an enclosed area such as the drop). The trap is a (CL 5) to detect and a (CL 5) to disarm. The chest has an AC 12, and 15 Hit Points before it is destroyed. If the chest is destroyed, so are its valuable contents.

TREASURE: The chest contains 5 vials of holy water, 5 vials of unholy water, 5 vials of caustic acid (deals 1d6 points of damage for 3 rounds), 2 potions of giant strength (frost), 1 potion of haste, 1 potion of remove disease, 2 oils of bless, and 3 potions of mage fire (deals 2d6 damage in a 5 ft radius, dexterity save (CL 2) for half.

Tyrus Twice Dead would offer a 10-15% finders fee if the treasure is brought to the Bleeding Sword in its entirety. If however the treasure is simply "liberated" Tyrus and his allies (including Azrael) would stop at nothing to see their wealth returned.

D 11. Hobgoblin Pavise

This wooden wall comprised of broken tables, chairs, doors, and shutters scrounged from other parts of the city serves as cover and a firing position for fifty hobgoblin sharp-shooters that fire on defenders within the Central Bastion. The pavise is frequently soaked with buckets of water drawn from the Mandras River to avoid catching fire from the flaming arrows rained down upon it from the defenders above. The pavise offers 3/4ths cover to firing hobgoblins and full cover to those crouched behind it granting +6 and +10 armor class bonus respectively to any fire coming from the east.

HOBGOBLIN SHARPSHOOTERS (50): *(Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with composite longbow (1d8) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)*

REINFORCEMENTS: There are an additional 200 hobgoblins barracked in the sacked houses adjacent to the pavise. If the hobgoblins manning the pavise are attacked from the ground they sound an alarm and their allies begin joining the fray in10 rounds. 5d10 hobgoblins join every 3 rounds thereafter until their numbers have been expended.

THE SOUTHWEST QUADRANT

This is the area most closely abutted to the Gatehouse and the southern walls of the city. The area is under frequent bombardment by the Duke's navy.

The Southwest Quadrant of the occupied territory has been occupied by the goblinoid forces. This section of the city held many granaries and other warehouses, so while the orcs and gnolls raided more attractive areas, Garrak, the hobgoblin captain, staked his claim here knowing that the strength of an army relies on its stomach.

Garrak has ordered regular patrols of the ghetto to prevent the other occupying forces from getting any of the stores without paying for it properly. He knows his position among the orcs is precarious, so guards what advantage he has. Players traveling through this area may encounter one of these patrols. Check each hour, an encounter occurs on a 2-in-6 chance. If an encounter occurs, roll to see what type of patrol is encountered.

RANDOM ENCOUNTER	
1	3 goblin worg riders
2	Goblin foot patrol
3	Hobgoblin patrol
4	Bugbear patrol

There are several patrols of each type active at any time in the goblinoid ghetto.

GOBLIN WORG RIDERS

These three goblins patrol the ghetto mounted on their worgs. They will charge to attack any intruders, but if it is a larger force, one will sprint to bring warning to Garrak. They have battlehorns they will sound as they charge. If they sound their horn, immediately roll again for another patrol that will come as reinforcements.

GOBLINS (3): *(Small, lawful evil humanoids, whose vital statistics are HD 1, HP 5, 4, 3, AC 15. Their primary attributes are physical. They attack with wolfspears (1d8) or javelins (1d4). Possessions: 3 javelins, wolfspear, battlehorn, 2-5 sp.)*

WORGS (3): *(Medium, neutral magical beasts, whose vital statistics are HD 4, HP 20, 23, 18, AC 14. Their primary attributes are physical. They attack with a bite (2d4) and can attempt to trip on a successful attack, save vs. dexterity or be knocked to the ground.)*

GOBLIN FOOT PATROL

This squad of 6 goblins patrols the ghetto. They will attempt to engage intruders from a distance and sound their horns to alert the ghetto of intruders. If they sound their horn, immediately roll again for another patrol that will come as reinforcements.

GOBLINS (10): *(Small, lawful evil humanoids, whose vital statistics are HD 1, HP 4, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or shorts words (1d6). Possessions: Short bow, 20 arrows, short sword, battle horn, 2-5 sp.)*

HOBGOBLIN PATROL

This patrol consists of 4 hobgoblin warriors who watch over the ghetto. If they see intruders and can the drop on them, they will attempt to ambush them, if not they will engage from a distance and fall back until they find a defensible position before engaging in melee.

HOBGOBLINS (5): *(Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)*

BUGBEAR PATROL

A pair of bugbears reluctantly patrols through this section of the ghetto.

BUGBEARS (2): *(Large, chaotic evil humanoids, whose vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolfspears (1d8 damage) and morningstars (2d4 damage).)*

CATAPULT POSITIONS

There are three heavy catapult positions in No-Mans Land. They are manned by hobgoblins and use the remaining standing structures as cover from counter fire.

HOBGOBLIN CATAPULT CREW (5 PER CATAPULT): *(Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with longbows (1d8) or falchions (1d8). Possessions: Longbow, Falchion, 2-12 sp, 1-3 gp.)*

SW 1. Old Mill

This small mill was used to supplement the city's flour supply and was meant to be used only in case of a siege. Unfortunately, this section of the city fell to the occupying forces, and the mill lies now in goblin hands. At night, 20 goblins (from area 24) are hard at work turning the wheel and grinding the grain into flour. Five hobgoblin overseers watch over them, and stay here during the day to guard the mill.

HOBGOBLINS (5): *(Medium, lawful evil humanoids, whose vital statistics are HD 1, hp 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)*

SW 2. Garrak's Cottage

Garrak Gnasher: (Medium, lawful evilhumanoid equivalent of a 6th level fighter, whose vital statistics are HD 6, HP 50, AC 18. His primary attributes are physical. He attacks with a heavy crossbow (1d10) or an exeptional two-handed sword (2d6). Possessions: +2 banded mail, exceptional two-handed sword (+1 non-magical bonus to hit), a horn of blasting, and 15 gp).

Garrak, a captain in the Blacksword Band is in charge of goblin and hobgoblin forces within the city. He is totally faithful to his mistress, Major Asluba. He is under orders to look out for orc betrayal and to bring glory to the Blackswords by taking the Bastion at any cost. Intelligently, he ordered the building of the pavise, which has accounted for a significant drop in casualties.

OGRE BODY GUARD: *(Large, chaotic evil giant, whose vital statistics are HD 4, HP 27, AC 16. His primary attributes are physical. He attacks with a slam (1d10) or a morningstar (2d4). Possessions: a 50 gp amethyst, 50 gp.)*

This ogre has been trained to guard Garrak through torture and reinforced with food and drink. The Ogre always moves to keep himself between Garrak and any potentially threatening foe.

TREASURE: Garrak keeps the company's treasury buried in the floor beneath the cottage. The treasury is used to trade with the gnolls for what they scavenge, to pay the bugbears and ogre, and to negotiate with the orcs when needed. The treasury is kept in a large wooden crate, which is buried. Inside are several sacks including one with 450 gp, one with 75 pp, one with 1000 sp, one with a dozen small emeralds (100 gp each), and one with 10 pieces of costume jewelry each worth 25 gp.

SW 3. Mausoleum of the Faithful

For more information on the Mausoleum of the Faithful see Chapter 6.

SW 4. Guard Barracks

This was the watch barracks for this section of the city, but it has been taken over by the hobgoblins as their barracks. Most are on duty throughout the city, but at any given time there are 10 hobgoblins here off duty.

HOBGOBLINS (10): *(Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)*

SW5. Granary

This is a smaller grain silo, and a pair of hobgoblins is set to stand watch here.

HOBGOBLINS (2): *(Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)*

SW6. Finely Appointed Cottage

This cottage has been commandeered by the bugbears for their quarters. Those who are not on duty elsewhere will rest here. This is also the quarters of Burutus Galakar, the Bugbear sergeant.

BURUTUS GALAKAR, BUGBEAR SERGEANT: *(Large, chaotic evil humanoidequivalent 4th level fighter, whose vital statistics are HD 4, HP 30, AC 18. His primary attributes are physical. He attacks with a two-handed axe +2 (1d12+2). Possessions: chain shirt, two-handed axe +2, potion of cure light wounds, 25 gp.)*

BUGBEARS (8): *(Large, chaotic evil humanoids whose vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolfspears (1d8 damage) and morningstars (2d4 damage)).*

Barutus Galakar is a cold hearted warrior, who would quickly take command of goblin forces in the area, should Garrak meet an unfitting end, or be called back to defend his mistress Asluba Ape Face.

STABLES

These stables are now used to hold and care for the worgs used by the goblins.

WORGS (12): *(Medium, neutral magical beast, whose vital statistics are HD 4, HP 20, 23, 18, AC 14. Their primary attributes are physical. They attack with a bite (2d4) and can attempt to trip on a successful attack, save vs. dexterity or be knocked to the ground).*

WORG KEEPER, GOBLIN: *(Small, lawful evil humanoid whose vital statistics are HD 2, HP 8, AC 15. His primary attributes are physical. He attacks with a wolfspear (1d8). He treats checks to train or handle animals as if charisma were a prime.)*

SW 7. Granary

This large granary holds a large portion of the stores the goblinoids captured. Garrak has posted 4 hobgoblins to guard this valuable asset.

HOBGOBLINS (4): *(Medium, lawful evil humanoids whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)*

SW 8. Bakery

This bakeshop was commandeered by Garrak, and he employs a dozen goblins here baking bread from the flour he has ground at the mill to keep his troops well fed. He trades the excess to the orcs, securing his position by remaining valuable to them during the occupation. The goblins who work here are from area 22, and work only at night. A force of 5 bugbears is stationed here to guard the bakery at all times.

BUGBEARS (5): *(Large, chaotic evil humanoids whose vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolf spears (1d8 damage) and morningstars (2d4 damage).)*

SW 9. Midwife's cottage

This midwife's cottage has been appropriated by Deleshoggkt the Ugly, the Hobgoblin shaman and Garrak's advisors. He chose this cottage because it was well stocked with herbs and roots he can use in his spellcasting. The cottage is guarded by his pet, a cloaker, when he is not present. If the shaman is present and is attacked by intruders, he will try to contact Garrak with a message spell. If Deleshoggkt is not present when players enter, the cloaker will look like an innocuous cloak hanging from a peg and will start the combat with a moan. If Deleshoggkt is present, it will be lurking in the shadows near the ceiling and enter the combat with surprise if it can.

DELESHOGGT THE UGLY, HOBGOBLIN SHAMAN: *(Medium, lawful evil humanoid whose vital statistics are HD 5, HP 20, AC 14. His primary attributes are mental. He attacks with a light crossbow (1d6) or a heavy mace (1d8). As a shaman, he casts spells as a 5th level wizard, but can draw from the wizard or druid spell list. Typically-prepared spells: 0 (5): arcane mark, detect magic, ghost sound, know direction, message 1(4): alarm, charm person, entangle plants, shield, 2 (2): cure light wounds, detect thoughts, 1(1): dispel magic. Possessions: wand of magic missiles (42 charges), scroll with fireball, lightning bolt, and mirror image, light crossbow, 20 bolts, heavy mace, 20 gp.)*

CLOAKER: *(Large, chaotic neutral aberration, whose vital statistics are HD 6, HP 24, AC 19. Its primary attributes are physical. It attacks with a tail slap (1d6) and a bite (1d6). It can unnerve opponents with its moan, engulf them, and use Shadow Shift.)*

TREASURE: There are enough herbs and roots to sell for 50 gp, or for a spellcaster to scavenge enough components for several castings of spells with mundane material components.

THE SOUTHEAST QUADRANT

This quadrant is split between the Bone Crackers and the Blood Drinkers. The two tribes dislike each other, but coexist out of necessity. They both dislike the Demon Eyes more, and fear Skalnok. Their contempt of the goblinoids, and loyalty to (or fear of) Yorgach give them a common ground to work from. The quadrant is divided diagonally by the tribes, and the Bone Crackers control the southwestern corner of the ghetto, while the Blood Drinkers control the northeast corner.

Both tribes patrol the area, but are rather lackluster in doing so. An encounter with an orc patrol occurs only on a 1-in-10 chance, and should be checked each hour.

ORC PATROL

Depending which part of the quadrant this occurs in, the orcs will be either Blood Drinkers or Bone Crackers.

ORCS (6): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10) and battleaxes (1d8)).*

Key to the Orc Ghetto

SE 1: Falling Leaf Tavern

This partially destroyed tavern has been commandeered by the Bone Crackers to serve as their lair. At any given time, there are 36 orcs here who are not on duty elsewhere in the occupied territory, or not out raiding the countryside.

ORCS (36): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10) and falchions (2d4).)*

SE 2. Townhouse

This townhouse has been taken by Valnok the Fury, chieftain of the Bone Crackers, as his personal quarters. Valnok collects weapons, he finds them oddly comforting, and so this has become a small armory as well. Otherwise, the quarters are quite spartan.

VALNOK THE FURY: *Orc equivalent of a barbarian 6 (Medium, chaotic evil humanoid equivalent 6th level barbarian, whose vital statistics are HD 6 (d12), HP 58, AC 17. His primary attributes are physical. He attacks with a +2 two-handed axe (1d12+2), and will enter a rage if faced with superior numbers. He will also drink his potion of haste before taking on any foe he does not feel he has an advantage over. Possessions: studded leather armor, +2 two-handed axe, potion of haste, 30 gp.)*

TREASURE: Valnok's collection of weapons is extensive. The following weapons can be found in the townhouse: 2 heavy crossbows, 50 bolts, 2 short bows, a composite short bow, 100 arrows, a glaive, a battleaxe, 3 hand axes, a barrel with 12 spears and 6 javelins, 6 daggers, a falchion, a two-handed sword, 3 broadswords, a longsword, 2 shortswords, a light mace, a heavy flail, and a bardiche. There are also 3 shields, each bearing a different heraldic device of families from Dro Madras. All weapons and shields are in good usable condition, but none are magical or exceptional. Hidden in the bottom of the barrel with the spears and javelins are 3 sacks. One contains 3000 cp, another 2000 sp, and the last 300 gp. This is the collected treasure of the tribe, which is in Valnok's care.

SE 3. Dilapidated Cottage

This small, run-down cottage has been claimed by Darok Horntusk, a large brutish half-orc who has been cursed with lycanthropy, and is now a wereboar. He is Valnok's kin, and fights by his side, but shuns the company of others when not in battle. He follows Valnok because he likes to fight and gets ample opportunity to kill foes and satisfy his hungers. If he hears sounds of combat coming from Valnok's townhouse, he will rush to join the fight.

DAROK HORNTUSK, HALF-ORC WEREBOAR: *(Medium, neutral (evil) humanoid, whose vital statistics are HD 5, HP 33, AC 18. His primary attributes are physical. He attacks in boar form with a gore (2d6), and has Alternate Form, the curse of Lycanthropy and Ferocity as special attacks).*

SE 4. The Tipped Tankard Tavern

This tavern has been taken over by the Blood Drinkers, and serves as their headquarters in the city. Most sleep in the common room of this tavern, others in the stables. Karosh, the youngest of Jerak's seven sons stays here to supervise the troops, and has taken the tavern keeper's quarters for his own. The tavern now reeks of blood and rotting flesh, the aftermath of the Blood Drinkers peculiar dietary habits. Many of the Blood Drinkers are on duty elsewhere, mostly outside the city walls themselves, but Jerak ensures he keeps a formidable force on hand.

BLOOD DRINKER ORCS (42): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have short bows (1d6) and battleaxes (1d8).)*

KAROSH THE YOUNGEST: *(Lawful evil humanoid, equivalent of a 3rd level fighter, whose vital statistics are HD 3, HP 17, AC 16. His primary attributes are physical. He attacks with a wolfspear (1d8) or a cat-o-nine tails (1d3). Possessions: chain shirt, wolfspear, cat-o-nine tails, potion of cure light wounds, and 15 gp.)*

SE 5. Townhouse

This townhouse is now the home of the Sons of Jerak. Two of his sons went with Yorgach to meet the duke at the ford, and his youngest supervises the tribe at the tavern, but the remaining 4 live in luxury here. The townhouse is finely appointed, and the orcs luxuriate on the padded divans and silk bedding.

Jerak's second son, Kalvar has become a cleric of Gathaak, and most of the tribe is dedicated to his worship. His eldest, Grron, is a massive and mightily-thewed beast. His other two sons, Larn and Falok are both mighty warriors as well. These four guard the tribe's treasury as well.

GRRON THE ELDEST: *(He is a 5th level equivalent fighter, lawful evil, medium humanoid, whose vital statistics are HD 5 (d10), HP 45, AC 13. His primary attributes are physical. He attacks with a +3 halberd (1d10+5 due to magic and his great strength). Possessions: leather armor, +3 halberd, ring of evasion –can make dex save whenever attacked; failure means he takes half damage, success means he takes no damage.)*

KALVAR: *(A 5th level equivalent cleric of Gathaak, lawful evil, medium mumanoid, whose vital statistics are HD 5, HP 22, AC 17. His primary attributes are mental. He attacks with a +1 heavy mace (1d8+1). Possessions: splint mail, large wooden shield, +1 heavy mace, and restorative ointment. He has the following spells prepared: 0th(4) detect magic, endure elements, first aid x2; 1st (3) cause fear, command, shield of faith; 2nd (2) silence, spiritual weapon; 3rd (1) prayer.)*

LARN AND FALOK *(Medium, lawful evil, 4th level equivalent Fighter humanoids, whose vital statistics are HD 4, HP 27& 29, AC 16. Their primary attributes are physical. They attack with battleaxes (1d8). Possessions: splint mail, battleaxes, potion of cure light wounds (Larn only), potion of giant strength (Str 21+4, Falok only).)*

The tribe's treasure is inside a large chest, hidden inside an armoire in the townhouse.

TREASURE: 1500 gp, a golden necklace with 3 ruby settings (2000 gp value), and 4 very small fire opals (250 gp each).

SE 6. Cottage

This cottage has been appointed with fine silks from the townhouse nearby, and serves as Jerak's quarters. Jerak keeps three human women here for his pleasures (these were captured from nearby farmhouses in raids). They beg any non-orc who enters to rescue them from their fate. They are chained to the rafters with enough slack to reach anywhere in the cottage, but not to leave it. It takes a CL 5 strength check to break these chains, and each girl must be freed individually.

Jerak is often at the tavern checking in on his troops, or visiting with his sons. At times, he is called away to meet with the other chieftains, and often checks in on Calicos, whom he does not trust. There is a 25% chance Jerak is in this cottage, or place him anywhere in the occupied sector you prefer. If he is present and hears the sound of combat in his sons' townhouse, he will



investigate, and conversely, his sons will respond to sounds of combat from here.

JERAK THE VIRILE, CHIEFTAIN OF THE BLOOD DRINKERS: *(Medium, lawful evil, 8th level fighter humanoid, whose vital statistics are HD 8 (d10), HP 75, AC 20. His primary attributes are physical. He attacks with a +3 battleaxe of wounding (1d8+3 plus 1 point of constitution damage from bleeding). Possessions: banded mail +2, large steel shield +2, battleaxe of wounding, 50 gp, 250 gp fire opal.)*

SE 8. Catapult Position

This catapult position comprises two light catapults manned by 6 orcs. The orcs are poor shots at best, but manage to hurl stones pulled up from shattered flagstone and loads of bricks and stone from their own walls and of course piles of their own dung at enemies within the besieged Central Bastion. The catapults fire only at night to reduce counter fire and due to the orcs' poor daylight vision.

ORC BOMBARDIERS (6): *(These lawful evil humanoids' vital statistics are HD 2d10, HP 18, and AC 15. Their primary attributes are physical. They have the abilities of a 2nd level fighter. They are armed with battle axes (1d8+2 damage for massive strength).)*

PATH TO VICTORY

SLAY JERAK THE VIRILE (50 POINTS): The death of Jerak causes all of his surviving sons to battle one another for dominion of the tribe (and sole proprietorship of the tribe's wealth). Their apparent weakness gives any surviving Axe Grinders an excuse to slaughter Blood Drinkers on sight. Orc numbers in these districts are reduced by 50% as a result of the death of Jerak.

KILL OTHER LEADERS (20 POINTS): Any of the sons of Jerak or other leaders found dead in this region reduce the ability of the humanoids to command their troops, meaning a greater likelihood of broken morale or combat ineffectiveness.

DESTROY HOBGOBLIN PAVIS (50 POINTS): With the pavis gone, the hobgoblins would have to withdraw further from the walls of the Central Bastion, granting its defenders a reduction in casualties and a reprieve from the nightly storm of flaming arrows.

DESTROY SIEGE ENGINES (20 PTS. EACH): Destruction of enemy catapults has a significant effect on morale for both East and West Dro Mandras.

CHAPTER 5: EASTERN BRIDGE

THE GATEHOUSE

The Watch Tower is the most hotly contested piece of the occupied territories. The draw-bridge that connects the gatehouse with the west side was the site of the final confrontation between Yorgach and the Duchess, before Yorgach withdrew to cut off the Duke's advance at the ford. In the aftermath of this confrontation, the current status quo was born.

Yorgach's forces hold the east tower, and the Duke's forces hold the western gatehouse. The bridge between was a death zone the first few days of the occupation, as both sides tried forays out onto the bridge to test the opposition's strength. Both sides quickly realized that death and loss of valuable troops so stand this semi-demilitarized zone with guarded caution.

This has not stopped Yorgach's troops from trying to breach the western city, at least some of them. The Orc chieftains seem content to hold the territory they have until Yorgach returns, not wanting to risk their own lives to try to take the western city with less than superior numbers, but are vigilant and ready to take advantage of any opening or mistake made by the Duke's forces.

Garrak, the hobgoblin captain, is not content to wait though, and has set to work improving his position and attempting to breech the western city by less obvious means, including the goblin sappers who work the lower levels of the gatehouse,

intent on mining beneath the bedrock of the Mandras River itself and from there, gain a ramped access point to the Burned Western Dockside. Garrak believes if he can take the Western City before Yorgach's return, with a small but efficient force, that the remainder of the occupation army will see him as the rightful general and ruler of humanoid forces.

Such is Hobgoblin ambition.

GATEHOUSE

1A and 2A: Upper Levels

The parapets of the eastern gatehouse each held a catapult and a ballista. The duke's forces scuttled these before falling back to the west, hoping to deny these weapons to the invading horde. They were partially successful.

Qorus Talnak, the chief goblin engineer cannibalized these siege engines to salvage some heavy weapons. From the parts, he crafted a single ballista and a single catapult, before turning his attention to the efforts of the sappers below. The northern tower (1A) holds the catapult, and the southern (2A) holds the ballista. Spare parts and the broken frames of the other two weapons still clutter the top levels as well.

Qorus trained some of the orcs in the use of these, but they were less than adept pupils. Still, they learned the rudiments of using the siege engines, and will bombard the western portions of the city periodically. Qorus checks on the weapons each day to ensure they are in working order, but spends most of his time below with his sapping crew. There is a 25% chance Qorus is found here, otherwise he is below.

There is a squad of 5 orcs on each parapet. It takes 2 to operate the ballista, and three to load and operate the catapult. The orcs are armed with crossbows and axes, and are assigned to keep close watch for forays from the western gatehouse or other attempts to take the eastern gatehouse when not actively bombarding the western city. The three tribes rotate duty at the gatehouse, and currently the orcs on duty are from the Demon Eyes tribe. The duty roster changes each week, so if the party has an encounter here and comes back more than a week later, a different tribe will be manning the gatehouse. Garrak likes this arrangement since it gives him more freedom to entrench his goblinoids here, and means there is less chance of his designs being discovered by the orcs before the plans are brought to fruition.

QORUS TALNAK, GOBLIN ENGINEER: *(This lawful evil creature's vital statistics are HD 3, HP 15, AC 15. If forced to fight, he attacks with a hammer that deals 1d6+1points of damage. His primary attributes are physical, but he is more intelligent than a typical goblin. If you are using the optional secondary skills from Castle Zagyg: Volume 1: Yggsburgh, Qorus has the construction skill, if not, he receives a +3 bonus on any ability check involving construction or engineering.)*

ORCS (10, 5 ON EACH TOWER): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8 damage).)*

TREASURE: Qorus carries 1d6 gp and a set of exceptional tools. Each orc carries 1d8 sp.

1B, 2B: Bridge Level

The middle level of the north and south towers houses the mechanisms for the bridge, and has access to the bridge itself. The gate to the bridge is barred and blocked with whatever detritus the goblins could find, and requires a CL 10 strength check to break or force open. The gate is guarded by art of Garrak's elite bugbear strike force to ensure none of the Duke's forces can gain egress to the eastern gatehouse. The orcs resent the fact the bugbears received this crucial duty, feeling it was an insult to their ability, but Garrak was not willing to take chances of losing the gatehouse due to the orc's laziness or dereliction of duty. He sold the idea to the orc chieftains by reminding them that this is where the most troops were lost and it was too dangerous to risk valuable orc lives in such dangerous duty. Jerak, Skalnok, and Valnok were mollified by Garrak's honeyed words.

The bugbears attempt to ambush any foe they expect, using the bridge mechanisms to hide and strike unexpectedly.

BUGBEARS (12): *(These chaotic evil humanoids' vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolf spears (1d8 damage) and morningstars (2d4 damage).)*

TREASURE: Each bugbear has 2d4 gp.

1C. North Tower Barracks

The barracks in the north tower are on the ground floor and house the off duty orcs in the tower. Currently there are 12 orcs off duty here, splitting shifts with the orcs up top. There is a hole in the floor that is partially covered. This is the entrance to the tunnels the goblin sappers are digging beneath the gatehouse.

ORCS (10,5 ON EACH TOWER): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 10. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8 damage).)*

1D. North Tunnels

These are the tunnels that Garrack is building as a nasty surprise for his orc allies. The orcs know the tunnels are being dug to help breach the western city, as they are working directly beneath the orc barracks; however, the orcs are unaware of similar efforts beneath the south tower. A squad of goblin sappers works on these tunnels, and there is a 50% chance that Qorus is found here if not already encountered elsewhere (Area 1A).

Garrak has these tunnels dug with the main shaft actually pointing towards the riverbed so that when the cavern is full of un-aligned orcs, he may blow the breach, and flood the entire tunnel, drowning the orc forces like rats, and leaving him in charge of a superior number of hobgoblins and goblins within the city.

If the Sappers use their explosive charges in combat in the tunnels, there is a 25% chance that the tunnels collapse each time one is

detonated. If the tunnel collapses, everyone in the tunnel takes 3d6 points of damage from falling rubble and is trapped. A section 1d6x10 sq. feet will collapse. They will have 1d4x10 minutes of air. The time to dig out depends on how deep in the tunnel they are. Each 10 feet of rubble to clear requires a CL 3 strength check and takes 15 minutes for 1 person to clear. Up to three people may try to clear at one time. Each additional success reduces the time to clear 10 feet by 5 minutes (so 2 people succeeding can do it in 10 minutes, 3 people in 5 minutes). If air runs out before the passage is cleared, those within will suffocate and die.

GOBLIN SAPPERS (8): *(These lawful evil humanoid's vital statistics are HD 2, HP 8, AC 15. Their primary attributes are physical. Sappers are slightly larger and stronger than typical goblins. They attack with heavy picks (1d6 damage) and each has an explosive charge they can throw as an attack (3d6 fire and force damage in a 5-foot radius of the explosion point, CL 2 dexterity save for half damage).)*

TREASURE: Each goblin sapper has 2d4 sp and an explosive charge (if not used).

2C. South Tower barracks

This barracks is used by the goblin sappers when not working in the tunnels. Qorus also makes his quarters here. This room is empty at night while the goblins work, but may be full during the day while they rest. If full, all 16 goblins from areas 1D and 2D are here instead, but without their explosives, which they leave in the tunnels.

2D. South Tunnels

These are the tunnels Garrak is having built to breach the western city. A small squad of goblin sappers clandestinely works on these tunnels without the orc's knowledge. They keep the entrance in the gatehouse floor covered and concealed at all times (those working in the north tower conceal it before going to work in that tower.

GOBLIN SAPPERS (8): *(see area 1D for stats).*

THE PATH TO VICTORY

TAKING THE GATEHOUSE (50 POINTS): Re-taking the gatehouse allows reinforcements from West Dro Mandras to cross the drawbridge and occupy the Eastern Gate. The gate could then serve as a forward command post for troops to re-take the eastern city.

TAKING OUT SIEGE ENGINES (20 POINTS EACH): Destruction of siege engines reduces pressure on both West Dro Mandras and the besieged East Central Bastion.

COLLAPSING THE TUNNELS (30 POINTS): Collapsing the tunnels on orc forces effectively takes an entire orc battle-group out of the fight.

ASSASSINATING LEADERS (20 POINTS EACH): As in other chapters taking out Garrak or other leaders causes a power vacuum resulting in a 40% in the Riverside Ruins and Gatehouse.

CHAPTER 6: THE EAST CENTRAL BASTION

The east central quarter of Dro Mandras is known for its stout walls and heavy population of doughty adventurers who ply their hours and spend their earnings at a tavern known as the Crusader. Likewise it is also home to the temple of Vanium, whose paladins barrack themselves here between quests to spread the greater good.

Paladins and guardsmen of the East Central quarter responded quickly and helped facilitate the evacuation of civilians from the surrounding districts across the Duke's bridge before all hell broke loose and the Northeastern District's walls were torn to pieces by Yorgach's invaders.

Vowing to fight on to the last man, the defenders have stood strong during the siege, bolstered by their faithful devotion to Vanium and the inspiring speeches and deeds of the famed troubadour, Galian Gale, whose band of adventurers fought through the hordes of orcs in the east docks as the drawbridge was closed behind them. Making a valiant push they were the last defenders to enter the East Central Bastion.

As the situation currently stands goblin sappers from the northeast ruins and along the eastern battlements daily attempt to extend their siege tunnels in an attempt to collapse the walls and conquer the east once and for all. Helfdor Fellhammer and his compatriots have something to say about this and work tirelessly to collapse the goblin tunnels almost as quickly as they are dug.

RANDOM ENCOUNTERS

1.	1d4 Paladins on a mission from (X)
2.	1d4 off duty irregulars
3.	1d4 off duty
4.	Cleric of Vanium, tending to wounded
5.	1d4 Men at arms (off Duty)
6.	1d2 Siege Engineers
7-8.	Artillery Barrage (Roll CL 4 dexterity Save or take 3d8 points of damage)
9-10.	Flaming Arrow Barrage (Roll CL 4 dexterity Save or take 3d6 physical and 3 points of fire damage)
11-12.	No Encounter.

WALLS AND TOWERS

WALLS: The walls surrounding the Bastion are 20-ft-thick, rubble-filled stone that stand 30 ft. high with crenellation along the tops of the walls that offers cover to bowmen and a guarded path for sentries between its stout towers.

TOWERS: Unless otherwise noted, the western watch towers are roughly 40 ft tall and are each four stories. The ground floor of each tower contains an armory and supplies, however most of the stores, weapons and armor have been passed out to civilians and others willing to bear arms in their mutual defense. The 2nd-4th floors consist of barracks equipped with 4 soldiers each.

The 3rd and 4th floors have wooden shuttered arrow slits that afford a commanding view of the outlying landscape. The top of each tower serves as an open observation deck broad enough for 2 ballistae or a small catapult. Due to casualties, each tower is currently defended by no more than 5 sentries, 1 sentry commander, and an irregular catapult or ballista crew aimed and fired by a professional soldier.

The towers facing Ixium's Island are unguarded as there is little direct threat coming from the lake.

SENTRIES (5 PER TOWER): *(They are 1st level, lawful neutral, human, fighters, whose vital stats are HP 8, AC 14 (15). Their primary attributes are strength, wisdom, and constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or longspear.)*

SENTRY COMMANDERS: *(They are 2ndst level, lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are strength, wisdom, and*

IRREGULARS (5 PER TOWER): *(They are neutral good, human commoners. Their vital stats are HP 3, AC 14 (15). Their significant attributes are strength, wisdom and constitution. They wear scale mail, and carry a large wooden shield, spear and longsword.)*

GATES (NORTH, EAST, WEST)

The gatehouses are guarded by a pair of ballista or heavy catapult on their roof and a dozen armed guardsmen in each of its towers. The gates consist of 2 iron portcullis and 2 heavy sets of heavy oaken doors two feet thick. The doors are kept wet so as to avoid catching fire, and to swell them, giving them further strength against battering rams or other means of entry. Murder holes line the ceiling between the gate towers allowing guards to pour hot oil or fires arrows down upon any who penetrate the first gate and portcullis.

Boiling oil deals 6d6 points of damage per pot to anything caught between the portcullises, or may be poured down troughs that dump it outside the gate, where it showers any beings within 20ft. x 20ft. area of the outer gate.

The gates are guarded by 20 sentries and two sentry commanders with 10 reserves resting at any given time. Their statistics are included in the Walls and Towers section above.

HEROES OF THE CENTRAL BASTION

GALIAN GALE: *(He is a 9th level, chaotic good, half elf bard. His vital stats are HD 10d10, HP 58, AC 19(22). His primary attributes are charisma and dexterity. His significant attributes are charisma 18, dexterity 16. Galian wears a belt of constitution +2, a +2 chain shirt, a +1 ring of protection, and a +1 buckler. He carries a +1 composite longbow with 20 arrows and a +2 longsword of elfish make. Likewise, he carries 3 potions of cure light wounds, a potion of invisibility, a potion of change self, and 300 gp worth of jewelry, gemstones and various coin, and an elfin-crafted lute worth 200 gp.)*

Galian, the famed troubadour and adventurer, likely came to Karbosk for far different reasons than the ones which now hold him here. Galian is variously known as a poet laureate of Rodensia, lover of Asalia, mentor and object of a young Duchess's teenage crush. Likewise, he is believed to be a drinking partner of Azrael, ears of the Back Alley Gang, adventuring partner of Bull and keeper of arcane secrets with Brother Frosk. It is rumored that he is a fierce rival of Duke Mandras Karbosk V, and at the same time a renowned performer whose lyrics frequently draw as much trouble as they bring stunned applause or standing ovations.

When Yorgach's army crashed against the walls of Dro Mandras, Galian was in chains within the Sherriffs Bailey (See Dro Mandras). Released by the Duchess, Galian did the only thing he could think to do. Bidding the Duchess farwell, he lead a makeshift band of adventurers into the teeth of the invading horde. Fighting alongside the squires and old guard paladins of Vanium as the refugees were herded to the relative shelter of the East Central Bastion.

Galian now offers hope to the refugees of the East Central Bastion, giving songs, and whatever aid he can offer. By night, he inspires defenders against the endless fusillade of Yorgach's forces, standing in the open as he chants ancient elven battle songs that drive the orc forces to madness.

Galian seems reckless and without fear, perhaps this hides some other motives, known only to the elusive half elf himself. When not patrolling the walls, Galian can be found in the Crusader, playing songs for resting soldiers, and sipping a flask of brandy.

PC CONNECTIONS: Galian may prove to be a significant source of information due to his various contacts. Likewise, he has a fondness for adventurers who are "up and coming", offering advice and occasionally old pieces of gear that he has collected on his adventures. Should the PCs prove successful in their forays against the rising tide, there is always a chance that Galian may immortalize their deeds in epic poem or song.

MARSHALL HANDKOPF: *(He is an 8th level, lawful good, human paladin, His vital stats are HD 8d10, HP 52, AC 20(22). His primary attributes are strength, wisdom and charisma. His significant attributes are strength 12, wisdom 16, charisma 16. He wears a suit of +2 fullplate, and carries a +1 large steel shield and a +2 longsword which is constantly "blessed" as per the spell. He has no other coin or items due to his pious nature.)*

Marshall Handkopf is an elderly gentleman, still revered as a great hero and warrior of legend, who fought at the side of Duke Mandras Karbosk's grandfather. Diminished in physical prowess due to his exceeding age, Marshall Handkopf had not strapped on sword or armor in twenty five years prior to the invasion of the East. Instead, Handkopf had lived the simple life of a mendicant, having shriven himself of all material possessions save his staff and his robe. Recognizing the dire situation, Marshall Handkopf, still possessed of his booming voice, sent the paladins on an evacuation mission, quickly herding civilians through the north and west gates of the East Central Bastion.

He strides again amongst members of the holy orders of Vanium, girded in steel, his ancient longsword strapped to his hip.

PC CONNECTIONS: Kiril and Handkopf are likely to guide PC parties containing a paladin into the sacked temple of Vanium and the Mausoleum of the faithful in search of relics that may help lift the siege.

KIRIL, DEACON OF VANIUM: *(He is a 7th level, lawful good, human cleric. His vital stats are HD 7d8, HP 40, AC 20. His primary attributes are strength, wisdom, and charisma. His significant attributes are strength 14, wisdom 17, charisma 15. He wears a suit of +1 full plate, and carries a +1 shield and +1 longsword. He also possesses 20 potions of cure light wounds, and three scrolls of raise dead, and a golden holy symbol of Vanium worth 50 gp.)*

Kiril, the Deacon of Vanium stayed behind when the Duke's forces crossed into Rodensia, as he felt the affair was one of nationalism rather than a crusade against pure evil. It was Kiril who gave the order to sacrifice defense of the temple of Vanium in the name of protecting the innocent. An act that may no doubt have him sainted, lest he fall to the call of a choir of devils in the meantime.

HELFDOR FELLHAMMER: *(He is a 6th level, lawful good, dwarf fighter. His vital statistics are HD 6d10, HP 40, AC 18. His primary attributes are strength and constitution. His significant attributes are strength 16 (18), constitution 16. He carries a +1 battleaxe, a +1 heavy crossbow with 20 bolts, and wears +1 full plate armor. He also possesses a ring of jumping, and 300 gp, in gems and 200 gp. in coins. He possesses a pick and mining tools.)*

Helfdor is a brave dwarven fighter of Fanderberg, from which he came with his clan of warriors to escape the strife which has plagued the dwarven stronghold. Stubborn as he is mighty, Helfdor is friend to all folk of small stature, though somewhat guarded when it comes to the nature of the problems in his homeland.

PC CONNECTIONS: Helfdor' offers lodging to any dwarves he meets in his own estate, as well as an opportunity to purchase or repair any gear that the dwarf may need so long as they serve and defend the Bastion. Should the siege be lifted, Helfdor may have missions and adventures for a dwarf, gnome or halfling PC should the Castle Keeper wish to use him as a plot device.

ARRAY OF FORCES

The defenders of the Central Bastion comprise the following warriors, apart from any detailed in the tower and gate descriptions.

PALADINS OF VANIUM (20): *(They are lawful good, 1st level paladins, whose vital statistics are HD 1d10, HP 10, AC 18 (19). Their primary attributes are strength, constitution, and charisma. They wear chainmail and carry a shield, longsword, and have a heavy warhorse.)*

CLERICS OF VANIUM (10): *(They are lawful good, 1st level clerics, whose vital statistics are HD 1d8, AC 18(19). Their primary attributes are Wisdom, Strength, and Charisma. They wear Scale Mail and carry a Heavy Mace and Shield. Their typically-prepared spells are: 0th —Aid, detect magic, purify food&drink (if they are zero), 1st—cure light wounds*

KNIGHTS OF KARBOSK (2): *(They are lawful neutral, 3rd level human knights, whose vital statistics are HD 3d10, HP 24, AC 18 (19). Their primary attributes are strength, constitution, and charisma. They wear chainmail, and carry a large steel shield, heavy lance, longsword, heavy mace, 120-140 gp, and have a heavy warhorse.)*

MEN AT ARMS, SOLDIERS OF KARBOSK (20): *(They are lawful neutral (or neutral good) 2nd level human fighters, whose vital statistics are HD 2d10, HP 14, AC 14(15. Their primary attributes are strength, constitution, and wisdom. They wear scale mail and carry a large wooden shield, they carry a spear, longsword, and a light crossbow with 20 bolts.)*

SERGEANTS OF KARBOSK (4): *(They are lawful neutral (or neutral good) 3rd level human fighters, whose vital statistics are HD 3d10, HP 21, AC 16(17). Their primary attributes are strength, constitution, and wisdom. They wear chainmail and carry a large steel shield, light crossbow (20 bolts) and a longsword or battleaxe.)*

SIEGE ENGINEERS (10): *(They are lawful neutral (or neutral good) 2nd level human fighters, whose vital statistics are HD 2d10, HP 14, AC 13 (14). Their primary attributes are strength, constitution, and dexterity, they wear studded leather, and carry a light crossbow with 20 bolts, a spear and shortsword.)*

DWARVEN WARRIORS (40): *(They are lawful neutral (good) 2nd level dwarven fighters, whose vital statistics are HD 3d10, HP 24, AC 15(16). Their primary attributes are strength and constitution. They wear chain corselets, and carry a large steel shield, warhammer, and pick.)*

IRREGULARS (20): *(Irregulars are various adventuring classes levels 1-3, their statistics and information are the domain of the Castle Keeper to decide based on the sort of campaign that they run.)*

CIVILIANS (400): *They are of various alignments, mostly neutral, lawful neutral, or neutral good. Their vital statistics are HD 1d6, HP 3, AC 10. Of the civilians, 100 are true non-combatants, being children or elderly with 1 hp.*

CB 1. Plaza of Vanium

This central plaza features a monumental statue of the god, Vanium. A common prayer evoked by paladins who practice his faith inscribed upon its base.

By my sword may I strike with truth against the foes of light.

By my heart, may I be emboldened against the darkness.

By my shield, may I protect those who cannot defend themselves.

For so long as my lungs hold breath, may my deeds always be as my word.

A paladin of at least 5th level, reciting this prayer while anointed in holy water and touching the statue causes the statue to move

aside, giving passage to the Mausoleum of the Faithful. See Chapter 6, Mausoleum of the Faithful.

CB 2. Barracks of the Faithful

This fortress and barracks like structure is comprised of stone and timbers as befits the god of Valor. The temple barracks has room for fifty paladins and priests of Vanium, though, through course of the siege, their numbers have dwindled to a mere dozen holy warriors and five priests including (High Priest) and (Captain of Paladins). (X and Y) occupy their own private quarters during times of peace, but camp with the troops manning the gates and walls during this time of war.

The sanctuary of the temple features a smaller version of Vanium's monument in the plaza (Area C1) where the paladins and priests pray daily for recovery of their holy powers before heading out to battle. Since the start of the siege, the sword of Vanium has dripped holy water, which has been collected by the priests. The sword dribbles 10 vials of this holy water per day which when used to soak bandages. It divinely heals 1 hp of damage. The water likewise acts as a bless spell when used to anoint an individual or weapon or deals 1d6 points of damage to undead.

SPECIAL: A cleric or paladin of Vanium who prays within the sanctuary gains paladin powers or cleric spells as if they were +1 effective level once per week as they serve in the defense of the city.

CB 3. Good Haven Bakery

This bakery, run by Kelug of Underhill Court, typically bakes the finest of breads, doughnuts and sweets. Since the invasion, a miracle has transformed the bakery. Keleg was fixed with a vision and carved the holy symbol of Vanium the Fearless when he awoke the following morning. Mixing a pinch of flour, salt and yeast he placed the small knot of dough in his brick oven and stoked the fire. As Keleg and his brave bakers have discovered, enough bread to feed the hundred odd defenders miraculously baked within his oven.

Any hungry defender or ally who needs food is given it freely by Kelug and a small group of about twenty off-duty defenders sits in the courtyard outside of the bakery, offering their prayers and eating in peace.

> **KELUG:** *(He is a chaotic good halfling. His vital stats are HD 1d8, HP 6, AC 14. He carries a bread knife (1d4) and wears a leather apron. His un-locked strong box contains 500 sp worth of random coin.)*

CB 4. Library of Machinko the Hermit

Historian and chronicler, Machinko, dwells within this stout tower. Frequently closed to any unwanted visitors, Machinko only opens his door to those who have rare books for him to purchase, or wizards and priests with the coin to observe his collection.

Machinko's home is guarded against thieves with iron bars upon all of the windows, and an iron-grated door, which is locked and barred from the inside, affording no place for pick or key, Machinko never leaves his home, preferring vegetables and the like from his garden, or food brought to him by a young man, whom he pays to visit the market for him.

The library collection is rumored to be worth tens of thousands in gold, containing maps, rare encyclopedias, poetry, and the occasional rare magical tome.

> **MACHINKO THE HERMIT:** *(He is a venerable human. His vital statistics are HD 1d6, Hp 3. AC 12. His primary attributes are mental. He carries a +2 ring of protection, a potion of gaseous form, and 3 potions of detect magic.)*

CB 5. Fellhammer's Dwarven Hall

Helfdor Fellhammer was once an accomplished miner in the dwarven enclave of Fanderberg. His family sided with the outcasts and were banished during the recent times of strife and kinslaying which overtook Fanderberg. Helfdor and his small clan have made Dro Mandras their new home and consider the folk of the city to be their new clan. As such, they feel that it should be defended to the death.

The stern, stone edifice where his clan now dwells is a testament to dwarven stonecraft, resembling one of the many great houses of the underworld from whence they were banished and long to return. The dwarven hall serves as home, as well as mining outfitter for local prospectors. Helfdor's clan frequently leads expeditions into the mountains and hills of the Haunted Highlands for excavators, prospectors, and the like, hoping to find the next big strike.

Currently, Helfdor and his folk are engaged in counter-sapping against the goblin diggers that plague the northern and eastern walls of the bastion. Helfdor knows that there is little time however, for he simply has too few folk left in his clan to stave off the mass of goblins forever. When the time comes and the walls fall, Helfdor and his folk intend to die on their feet defending the Dwarven Hall.

Although there is nothing actually "For Sale" in Fellhammer's Hall, it is possible to get equipment repaired, or in the event of bringing "human sized" equipment to the hall, for it to be cut down to "dwarf size" or even Halfling or gnome size for 1/4th the original cost of the item.

CB 6. Stables

These stables house the last 25 horses in East Dro Mandras, that have not been eaten by the civilian populace to supplant the meager portions conjured by the priesthood of Vanium, and what stores could be scrounged from taverns, inns, and warehouses in the district.

CB 7. The Crusader

In its finer days, this tavern enjoyed the patronage of traveling adventurers, knight errants, retired soldiers and the occasional paladin seeking quiet libation amongst comrades in arms. The crusader currently serves as a temporary triage for wounded

defenders. Its stores, which once covered the broad oaken tables with steaming platters of roasted meat and fresh bread, are rationed to surviving refugees and defenders. Those same oak tables now serve as makeshift operating tables. The polished floors are now stained crimson with the blood of the brave.

The crusader is run by Alexi, a retired, one-legged man-at–arms, who took his pay and pension in the form of this tavern, as a gift of service from Mandras V's father. There are a dozen nurses here now, tending to the wounded as they await magical or natural healing at the hands of the paladins and priests of Vanium. The priests and paladins try to pass through the tavern before retiring to their barracks, using whatever healing spells and powers they have left on those most desperately in need.

An upstairs room is occupied by Tinitia, a dancing girl who's lover Yanni went on a top-secret mission and has not returned, but is believed dead. Should the PCs find any information on Yanni, Tinitia would know it, be it good or ill. Tinitia has little reason to dance these days, but stares out the window of her room, waiting for her lover to return.

TINITIA: *(She is a chaotic good, 1st level human bard. Her vital stats are HD 1d10, HP 8, AC 12. Her primary attributes are charisma, dexterity, and constitution. Her significant attributes are charisma 16, dexterity 14, and intelligence 13. She possesses a chain shirt, longsword, dancers outfit, and a silver-inlaid flute worth 15 gp.)*

Currently, there are over twenty wounded defenders, most with crossbow and spear wounds, and the occasional survivor with a pulverized limbs or fractured skulls, the wicked aftereffects of showering stones from the enemy catapults.

WOUNDED SOLDIERS (20): *(They are wounded human fighters. Their vital stats are HD 1d10, HP -1 or fewer, AC 10. They cannot fight or defend themselves, most can do no more than moan.)*

NURSES (12): *(They are human commoners. Their vital statistics are HD 1d6, HP 3, AC 10. They possess some skill in healing so that any checks involving staunching wounds and care of the wounded are considered prime.*

CB 8. Maksim Ipati's Manor

The manor of the powerful merchantman, Maksim Ipati, stands here. A structure of marble and granite, its roof is collapsed and upper stories decimated by Yorgach's catapults.

The condition of Maksim's upper stories is of no concern to Maksim himself. Maksim has been distraught for many months, even before Gathaak's invasion. His sons, Borvya and Corpus Ipati had gone off to seek contact with Pitch Blacksoul and Lady Sin to set up secret trade negotiations with the Undercity of Ulgakur. As they have not returned, Borvya has offered 1000 gp in reward for the proof of life of his two sons.

Maksim assumes that the drow murdered his children, and is willing to offer an additional 2000 gp bounty each on the heads of Pitch and Sin for their sleight. Maksim cares little now for his wealth or his own life, as his two sons and his greed were the center of his universe.

Without his sons, his monetary gains mean little to him. His manor has taken many direct hits, so that the upper stories are no longer hospitable. He currently lives in a small, barricaded chamber off of the grand hall, with his house guards and servants occupying the other chambers.

HOUSE GUARDS (4): *They are lawful neutral (or neutral evil) 2nd level human fighters, whose vital statistics are HD 2d10, HP 14, AC 14(15). Their primary attributes are strength, constitution, and wisdom. They wear scale mail and carry a large wooden shield, they carry a halberd, light mace, and a light crossbow with 20 bolts.)*

SERVANTS (4): *They are neutral (or neutral evil) commoners, whose vital statistics are HD 1d6, HP 3, AC 10.*

CB 9. Northern Ruins

These ruined sections of the central bastion are where the dwarven diggers do most of their counter-sapping duties. The majority of the forty dwarves who dwell within the center bastion may be found in these areas, rapidly counter-digging against the goblin sappers, and digging against time.

When not at his hall, Helfdor Fellhammer is here, directing counter-mining situations.

It is possible that Helfdor and his dwarves could be convinced to dig a tunnel across the wall to pass heroes into the occupied sections of the city, though he collapses any such tunnel as soon as the last hero has passed through to insure that orcs and goblins do not swarm into the bastion. 1d6+2 dwarves may be found here at any given time working on counter tunnel operations, assisted by civilians who haul away stone and bring timbers from collapsed structures.

CB 10. Southern Ruins

These ruins comprise collapsed buildings, estates, and businesses which once thrived here before the invasion. Civilians scour the area, killing rats and other vermin. A large basement of a once-fine manor now serves as a makeshift mass grave for those who have fallen in battle. The bodies are covered in quicklime before internment to insure that their decomposition does not spawn a plague.

CB 11. The Sea Wall

The stout southern walls as is mentioned in the introduction to this chapter are the least-guarded section of the Central Bastion. In times past, the most obvious dangers came from the weakling princes of Rodensia when fleets of privateers would sail forth from the principalities to assault the walls from the sea. Between the Duke's own fleet and the stout defenses, these assaults were typically short-lived.

CHAPTER 7: MAUSOLEUM OF THE FAITHFUL

The Mausoleum of the Faithful is an adventure within an adventure. Here, PCs of faith and justice may attempt a bold enterprise to lift the occupation of the East by retrieving artifacts that would empower the denizens of the Central Bastion, to take the fight to their enemies in grand heroic fashion!

THE MISSION: Should the PCs have a paladin, a cleric of Vanium, or lawful good members of the party, they are approached by the elderly Marshall of the Paladins of Vanium, Handkopf and Kiril, and/or the Deacon of Vanium with a pressing challenge.

Hidden within the Mausoleum are several ancient religious relics that when combined in their use could provide a means of breaking the stalemate and lifting the occupation.

Within the mausoleum are said to be held the holy panoply. The panoply is comprised of the following items: the Shield of Faith, the Sword of Valor, the Shroud of St. Leophinuas, and the Helm of Justice.

Each of the items is said to be protected by its own unique guardian. These guardians are sure to test the faith of any who enter the sanctum where they are kept. Furthering this challenge, it is believed that in this time of trouble, spirit warriors stalk the halls. None else can explain the abject refusal of the invaders to sack the sacred crypt.

Handkopf and Kiril warn any characters brave enough to take the challenge, that they will be tested on knowledge of their faith, as well on matters of their own personal interpretation of faith, or lack their of.

Should any PCs qualify for and wish to accept the challenges offered by the cleric and marshall, they are given instructions on how to find the hidden path to the Mausoleum under the statue of Mandras.

THE MAUSOLEUM GROUNDS

Overrun with orcs, hobgoblins, goblins, bugbears and their ilk, the statues of four great heroes are torn down and shattered asunder before the portal to this once austere mausoleum in the East Dockside District of East Dro Mandras. The outer walls are covered with scorch marks of torch and catapult, or covered with excrement and graffiti detailing the name of the various clans and tribes who have chosen to leave their mark here. For all that, the stout iron portals remain firm and unscarred and a holy force seems to drive would-be plunderers from the burial site before too long. Here, those of faith have been interred for centuries, as great heroes of the orders of Vanium who have served as guardian protector of the Karboskian Marches.

1. The Hidden Entrance

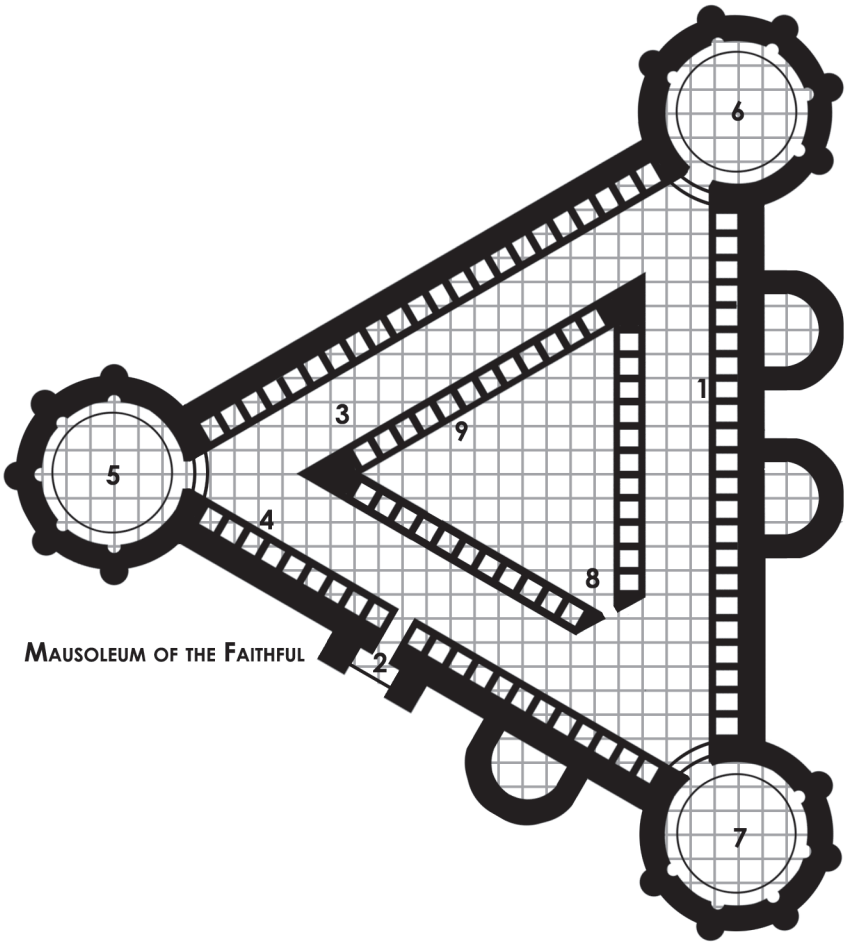
The pathway from the statue of Mandras Karbosk I, Area CB1 leads to this sealed tomb within the Mausoleum. The door to the Mausoleum is sealed with a recharging, blast glyph of warding that is triggered if any other than a lawful good paladin, cleric, or monk who venerates Vanium lays hands upon the portal. The blast ward deals 3d6 points of damage to any others who lay hands on it. The ward recharges after ten rounds. The ward is a CL 5 to detect and a CL 5 to disarm. The bronze portal is two inches thick, has an armor class of 14 (based on the hardness of the metal) and 80 hit points per 10 ft. section.

2. The Entrance of the Faithful

The main outside entrance to the mausoleum is sealed by a pair of heavy, iron-bound doors twenty feet high and one foot thick. The wood is overlaid with hammered bronze that is embossed with the images of angels lifting the fallen up to the heavenly gates.

The gates are AC 14 due to their hardness, and have 80 hp per 10-ft section.

The portals are defaced with effluence, and hack marks and



Mausoleum of the Faithful

the like. The portals emanate an aura of fear to any evil-aligned beings who approach however, forcing a save vs. Fear (CL6).

A beautifully-carved hallway lies beyond the portals, with caryatid columns cut in the likeness of a dozen great heroes who once served Vanium.

Beyond the columns stand a second set of doors as the first, though this time displaying a wondrous afterlife where the fallen have risen again as defenders of the walls of heaven. Both the entrance portals and the portals beyond that lead into the Mausoleum Gallery open at the touch of a follower of Vanium but otherwise remain sealed as if held with a hold portal spell.

Should any being of evil alignment manage to batter down the first set of doors a squad of spectral heroes emerge from the caryatid columns and attack.

SPECTRAL HEROES (12) *(These are lawful good, non-corporeal undead. Their vital statistics are HD 4d12, HP 24 AC 18. Their primary abilities are physical and mental. Spectral heroes attack with spectral swords that deal 1d8 damage. Special: The spectral swords ignore armor, attacking all foes as if they were unarmored (receiving only magical and dexterity bonus). Special: Spectral heroes deal and additional +4 points of damage per hit to evil-aligned foes. Any evil being struck by the weapon of a spectral hero must make a wisdom save or turn in fear as if affected by a fear spell, lasting 1d4+4 rounds.)*

3. The Mausoleum Gallery

The gallery is filled with mausoleum vaults running from floor to ceiling, representing centuries of knights and paladins who died defending the faith of Vanium and the safety of the Karboskian Marches from foes both sinister and sublime. A tranquil quiet permeates the area, muffling even the footsteps of those who walk within these hallowed halls. The ceiling of the gallery rises 50 ft. above the polished marble floor.

Wall sconces spaced every 30 feet are lit with a continual flame spell that illumes the interior of the mausoleum.

1d4 rounds after entering the gallery, the characters are approached by the apparitions of 1d6+2 spectral heroes who demand to know their business within the vault of the faithful and ask (politely) that any with evil intent vacate the holy premises immediately. The spectral heroes appear even if they were not first encountered in Area 2.

The spectral heroes demand to know who it is that intrudes upon the sanctum of the hallowed dead and what purpose they seek in this place.

Understand that the spectral heroes are sworn even beyond the grave to defend the bodies of the fallen and have thus been called back in this time of troubles to insure that the mausoleum remains unmolested. If the PCs indicate that they are seeking the Holy Panoply, the spectral heroes respond with the following test. They demand that all seeking the Panoply for the defense of the city and freedom of its innocents must withstand a blow from their spectral sword.

In this way, the spectral heroes are able to determine whether or not one of the seekers is worthy, for any evil being struck by their spectral blades would suffer more damage than ordinary, and likely turn in terror.

Those who submit to the sacrifice take the appropriate damage and are allowed to proceed with their quest. The damage dealt by the spectral heroes to those legitimately on a quest of Vanium should never be enough to drop the PCs to negative hit points.

Should evil foes pierce the mausoleum (or any of the PCs be evil) an additional 1d6+2 spectral warriors arrives on the 2nd round, demanding that the evil taint be removed from the mausoleum. The spectral heroes attack if their demands are not answered within one round. From that point forth, an additional 1d6+2 spectral warriors arrives every 5 rounds until the presence of evil leaves the mausoleum.

4. Vaults of the Faithful

The Vaults of the Faithful are sealed with a marble stone, carved with the name of the knight and the year that they died defending the faith.

There are 210 vaults within the mausoleum, although not all are filled; and there is room towards the 50-ft-high ceiling of the mausoleum sanctuary for 210 more. A vault is occupied on a 2-in-6 chance. Within, are the remains of a paladin of the Order of Vanium, or a Lawful Good knight of Karbosk buried with a simple steel sword, and unornamented armor of his age, and a simple, iron, holy symbol of Vanium laid upon their breast.

5. Dubrend's Tomb

At the top of the staircase leading to this tower is a polished bronze door. As the PCs examine the door they note that the reflection cast by the door is not their own but that of an armored figure. The figure is dressed in simple homespun cloth, bearing a plain white shield of wood, painted with the device of Vanium upon it, and a simple staff. As the PCs approach the spirit steps forth from the portal and speaks with them.

The spirit calls itself Dubrend the Faithful and asks what the PCs seek. If the PCs answer truthfully, Dubrend tells them that beyond the bronze door is a challenge for one who would serve Vanium. Before entering, the hero is instructed to remove any armor and weapons from their person and leave them at the doorway.

If the challenge is not accepted and gear removed the apparition disappears. Any attempt to enter the chamber beyond results only in the PCs finding an empty chamber.

If the challenge is accepted a magical portal appears where the doorway stands and those who accept the challenge are allowed entry.

The challengers find themselves upon a stark desert plane, that is completely lifeless and barren. They are dressed only in a homespun robe of coarse off-white wool.

The desert is oppressively hot and dry. The PCs must make a constitution save CL 1 every turn or suffer 1 point of constitution damage. The constitution save is cumulative, so that on the 2nd round the challenge level rises to CL 2 and so on.

THE CHALLENGE, THE SOLUTION

The only way for PCs to solve the problem of the endless desert is to pray to Vanium for guidance in this utterly lawful and antiseptic plane of existence. Once one full round of prayer is completed, a child appears before the PCs and takes their hand, guiding them to a gentle oasis. Failure to pray to Vanium for guidance results in failure of the test. In this situation the Castle Keeper should not give any hints or clues as to what is necessary to attain a solution (unless their failure to pray has gone on for over a half-hour of real time, because, lets face it; some players just don't "get it". Instead, the Castle Keeper should focus on describing the hardships, desolation and lack of life present in the desert. Obviously, they have been playing a little too much video-game–influenced, "Most Famous Role Playing Game of All Time" or something.

In this case, allow a wisdom roll (CL= to the level of the character(s)) to "get a clue".

If this doesn't work, end the session and find new players. Seriously.

As the PC(s) pray, the scene changes and they find themselves at the foot of a stone slab, carved in the likeness of Dubrend as he was in life. His spirit stands before the PC(s) and says. "This is the Shield of Faith, granted to me as humble servant of Vanium. Take it, ye worthy servant(s) of Vanium. The Shield of Faith guards the faithful in times of trouble, and inspires them in the fight against evil! Go forth into the land. Bring light into the darkness, strike fear into the heart of evil, and bring hope to the heart of the oppressed, be an evangelist in the ways of Vanium, our Lord."

The spirit hands the shield to the PC(s) who accomplished the goal and vanishes. The bronze door swings open and the PCs are free to re-enter the gallery beyond.

If the PCs succeed in figuring out what they need to do to escape the desert without needing to make a die roll, award them 400 xp each.

If the PCs need a die roll to figure out what they need to do, but then manage to do it, they should be granted 100 xp each.

6. Alwyndra's Tomb

This large portal is exactly like the tomb of Dubrend, with great polished bronze portals standing as testament to the hero buried in the tower beyond. As they peer at the bronze portals, the image of Alwyndra appears. A female paladin of great renown, Alwyndra bears a mighty battle sword, an ancient, open-faced helm atop her head, and a simple homespun tunic covering her athletic figure.

Alwyndra says, "Beyond this portal stands a powerful guardian, for one with faith, lay down your arms and proceed, for arms await you, with which to defeat this enemy, should your arm be strong, your resolve great, and your heart know that which is right."

Only a single PC may attempt this challenge.

Once the portal is crossed the PC finds himself in a wooded glen with a broad clearing in the center. A small shrine to an unknown god stands on one end of the clearing. A black shrine stands opposite.

A young squire approaches the PC bearing a great bundle of fine armor, a simple homespun surcoat, a plain-handled sword, and a brilliant sword with inlaid handle and a blade of folded steel.

"This is for you milord. As you please choose what garb and armaments suit you best and I shall dress you for thy upcoming challenge." the youth says, indicating the materials and pointing to the dark shrine some hundred feet away.

The youth answers no question regarding the challenge, but assists the hero in putting on the armor should they require it. It is possible, should a monk for example, take the challenge, that the armor is ignored. In this event, the youth bows humbly to the hero and draws a horn to his lips, blowing the horn with a resounding note that fills the boughs of the trees.

Within moments, a figure cased in black-spiked, plate armor steps forth from the woods near the black altar. The figure bears a great sword of blackened steel and issues a challenge to the PC. A heavy-horned helm covers the visage of the challenger.

"You there, defender of thy altar, prepare to be vanquished and your soul sent to hell to be devoured by a legion of fiends!" calls the armored foe.

NOTE: If the PC attempts to detect alignment or use a paladin's "detect evil" ability, a strong presence of evil can be felt, though this evil is not directly manifested upon the foe, as it is the altar which casts an overwhelming pall of evil over the entire glade. However, as the detection of evil is not automatic without first casting a spell, or concentrating, the attacker is already upon the PC before any further attempts may be made.

CASTLE KEEPER'S NOTE: This combat is intended to test the valor of the PC, not their prowess in battle.

- If the PC refuses to fight, the challenger charges forth and assaults with vicious blows. The PC falls, and is defeated, losing the challenge. To show valor, the PC must at very least attempt to defend themselves.
- If the PC takes the heavy armor for the battle, the armor acts as padded armor (AC x) and affords little protection.
- The homespun surcoat acts as if it were full plate (AC x) for the purposes of the battle.
- The ornate sword deals 1d8-4 points of damage.
- The simple sword deals 1d8+2 points of damage.

The "challenger" in this situation is of a character class and level exactly the same as the player character in this scenario. The other warrior believes that the PC wears the "evil looking armor and that they wear the "good" armor. They believe that the PC bears the "evil looking sword" and that they bear the "fine or good" sword. The challenger sees the altar nearest the PC as "evil" and to them, the PC's altar emanates an evil aura.

- If the PC defeats their double, the double falls to the ground, removes their helm and asks for mercy. At this time the black altar ceases giving off its evil aura and turns white and gives off no aura whatsoever. If the PC offers mercy, they have won. All arms and armor vanish, as does the challenger.

All that remains is the squire, who transforms in a flash to the spirit of Alwyndra. Alwyndra holds forth a sword, simple in design with little ornamentation. The crowned helm of Vanium holy symbol is worked into the cross of the hilt.

"You showed valor in your battle, and humility in your decisions. Thus, you have earned the right to bear the sword of valor in battle. Keep it well, for the strength of the sword grows with thy faith and determination." Alwyndra's spirit says, before dissipating into nothingness. As the brilliance fades, the PC finds him/herself in front of a marble tomb, carved in the likeness of Alwyndra. The bronze portal to this tower is opened and the character is free to exit to the mausoleum gallery.

7. Elijan's Tomb

Like the tombs 5-6, this tower is also sealed with enormous, polished-bronze portals. As the PCs approach their reflections morph and swirl to form the image of a youth dressed in a simple homespun surcoat, bearing a sword with a luminescent, silvery blade and carrying a shield far too large for him. The youth steps forth from the portal and says.

"I am Elijan, humble servant of Vanium, beyond this portal lie treasures both wonderful and horrible. Only those who are true in their faith and strong in their resolve may enter. Who among you would enter this sanctum and face its challenges?"

After the PCs answer, the portal morphs and forms a portal leading to the treasure chamber.

The treasure chamber beyond is filled with fabulous loot. Coffers of gemstones and rare jewelry, piles of coin, weapons, armaments, statuary and tapestries litter the chamber. In the center of the chamber stands a gilded throne of gold. Upon the throne is a man dressed in a spotless white robe. Fine horns adorn his brow.

"You may select one of these treasures to take with you to the world beyond the portal. Choose well, for your decisions will reflect upon you."

"First, I offer you twenty thousand pieces of gold. Coin enough to carve out one's own fiefdom, or to feed a thousand souls for many months of hardship. Pay enough to raise a small army and outfit them for battle, ransom a king, or tribute paid to invaders to save a city.

"Second, I offer a mighty battle sword. Long and supple of blade, its edge, keen enough to cleave the head from an enemy's shoulders. With a weapon such as this, a great hero would be assured of many victories. Their name would be known, and feared far and wide for their prowess against insurmountable foes!

"Third, I offer this homespun shroud. Simple in adornment lain upon the corpse of a saint or demon. Its touch is said to have the power to enchant as holy any weapon or armor touched to it for a ten-day.

"Fourth, I offer this suit of armor. Highly resistant to sorcery, the armor offers invaluable protection to one who wears it. Such armor comes with a price, which can only be known by the wearer.

"Choose wisely the treasure that ye seek, for should you choose poorly in the eyes of Lord Vanium, know that the prize is yours, but it is I who ye shall next face!"

THE PLAYER'S CHOICES

The first treasure could indeed be used to do much good in the world, but would also cause much hardship. For example, it is impossible to bribe Yorgach's army, as the orc king does not concern himself with riches, rather he seeks the Century of Skulls. The occupation force would simply take the treasure and kill everyone anyhow, changing nothing.

The second choice of a great battle sword is obviously a choice of personal greed. If a character were to choose the sword, they are taking the mantle and responsibility of the safety and freedom of the City on their own shoulders. Certainly a vorpal blade would serve its purpose and make one a great hero. A single hero could most certainly help sway the tide of a major battle, but no hero could hope to depose all of the enemy force by themselves.

The third choice, the homespun shroud, is no doubt a vague choice, which is deeply in keeping with the philosophy of the worship of Vanium. The cornerstones of Vanium's worship are: piety, faith, valor, and justice. Thus a shroud of a saint anointed with holy power, seems a simple and common enough thing, but it is a thing of miracles in the face of insurmountable odds.

The fourth choice, like the second choice is a choice of personal hubris vs. a choice of faith. A paladin should not quest for items that would grant personal greatness. Instead a paladin measures greatness by how faithfully they uphold the virtues of their deity. Should such objects of might and power be laid upon their path; the paladin must be sure that such items are part of the deity's plan, and not simply a temptation of devils, to draw them to their doom.

Should the PCs make a choice outside the third response, the figure on the throne rises to attack saying "Defeat me and thy treasure is yours!"

Once defeated, the devil, and all of its treasures turn to ash and dust, as this is the true treasure for those who follow a path of greed and self-righteousness.

If the PCs choose correctly, the devil upon the throne turns into an angelic herald of Vanium, and congratulates the PCs on a job well done, granting them the Shroud of St. Leophinuas as their prize.

8. Entrance to Mandras's Tomb

In Judgment of the Fallen

If the PCs attempt to visit the tomb of Mandras before first completing the other 3 trials, they are turned aside by the guardian spirits. If after achieving the first three challenges they come to the tomb of Mandras they are greeted by the old king's spirit.

> ***"Called forth from my heavenly peace, I offer you a challenge as granted by my Lord Vanium. Proven already you have of faith, humility, and valor. This last challenge is one of justice, for those who know justice best are the example of how others may best rule.***
>
> ***If you accept the challenge, say "Aye," and the path is revealed to your final test." The spirit instructs.***

If the PCs s agree to the challenge, the door opens into a courtroom like chamber. There, a man is led in chains before them. His clothes are fine, though travel-worn. His hair is wild as is his beard. His eyes are that of a zealot. A masked bailiff reads the following oratory.

9. Tomb of Mandras

"Before you stands Arzeno the Crusader. Before his fall, Arzeno was charged with the defense of pilgrims heading to the holy city of Yasul n' Bek. Arzeno quickly discovered during his transference of unarmed pilgrims to the holy city, that their passage crossed land that was also held holy to worshippers of Kharzarn. Kharzarni slavers in turn constantly preyed upon pilgrims in search of Yasul n' Bek.

After himself witnessing countless assaults and constant harassment, Arzeno became determined to crush the slavers and thus restore safety for the pilgrims in his charge. To accomplish this quest, he first had to discover the secret location of the slavers stronghold of Kaburkesh. Arzeno saw no clear way to achieve this goal as the slave fortress's location was a closely-guarded secret. Captured Kharzarni would swallow their own tongues or begin to babble like fools as soon as the question of the fortress' location were put to them, leading to the death or madness of dozens of prisoners.

In a search of answers, Arzeno prayed day and night to Vanium for direction. Lord Vanium's answer was simple enough.

"Place thyself into the hands of thy enemy, and there shall you know their home." The God said.

Arzeno dressed himself as a mendicant, and left his arms and armor with the soldiers under his command. Mixing himself with a group of pilgrims, he set out for Yasul n' Bek under a light guard. When the slavers assaulted their caravan, the guardsmen were quickly slaughtered. Arzeno and the pilgrims were led off to the slaver fortress of Kaburkesh in chains.

Kaburkesh lay atop a stony outcropping in a hidden cove by the seaside where camel paths converged to haul slaves deep into the desert interior, or to load them aboard ship for transit to pasha's and potentates of ports unknown.

Its location found, Arzeno made his escape and returned weeks later leading crusaders from both land and sea to Kaburkesh's location. Upon seeing the massed force arrayed against the well-defended fortress, the slave-master of the hold demanded that the crusaders withdraw lest those they sought to free would be the first to die. Arzeno refused to withdraw his forces, calling the slaver's bluff. The slave-master then hurled one thousand captives to their deaths, each a martyred follower of Vanium. In the bloodbath that ensued Kaburkesh was razed to the ground by the vengeful crusaders and all of its inhabitants slaughtered.

Stung by the loss of the innocent captives, Arzeno drove forth across many nations, slaying all he deemed wicked in the eyes of Lord Vanium. His campaign was long and bloody, with Arzeno striking down any perceived enemy of justice and good in the god's name. Although it has been argued that many of Arzeno's campaigns destroyed actual evils, the zeal and narrowness of his interpretation of the will of Vanium did much to turn the common folk from Vanium's fold and fill them with fear.

In truth, no longer could Arzeno hear the true call of Vanium. Instead, it was as if demons of wrath and vengeance had sunk their claws into his very soul, granting him fell powers that mimicked those of the light. Always in his heart did he believe he was doing the service of Vanium despite the ruthless manner in which he pursued "evil." Never could Arzeno admit, even to his closest confidants that the grace of Vanium had long since left him.

Now, as Arzeno stands before you. Name the sins which brought about his fall, and pass thy judgment upon him."

Arzeno's obvious sins are wrath and pride. Of course there is a lack of humility and valor as well. Arzeno failed in his duties as a paladin by attempting to "go it alone" in order to find the location of the fortress. Not notifying the soldiers set to guard the pilgrim caravan shows a lack of honor and respect for those under his command. In the end Arzeno consistently made moves that drove him further and further away from the grace of Vanium.

PCs could name off any of these things to complete the first part of this test. The sins are easy enough to detect (and should prove helpful for any Castle Keeper who has problems with pesky paladins in their campaign).

The difficulty is in naming a punishment or atonement that suits Arzeno's sins, without the judging PCs falling into a trap of wrath or vengeance themselves. Allow the players to be creative in their judgment of Arzeno. Arzeno did indeed believe he was always right and that he was doing what was best in the name of Vanium after all. His actions would have better suited a fighter or knight who followed Vanium than a paladin. Eventually, his actions would have pushed him from the grace of Vanium regardless of his "class" status (Possibly to the point of being denied healing or clerical assistance by clerics and paladins of

Vanium). At some point, Arzeno slipped from good, to neutral, to evil, but was unaware of his sins. The judgment of the PCs should be one that focuses on putting Arzeno back on the track of good and righteousness that will save his eternal soul.

Suggested punishments may include the following:

- Building a Shrine to the Martyrs of Kaburkesh in the Holy City of Yasul n' Bek
- Sharing the tale of his sins to travelers on the road to Yasul n' Bek and asking their forgiveness
- Perform a penance to the families of the soldiers slain under his command during his plan to be taken prisoner.

If the PCs are able to name off at least 3 of Arzeno's Sins and come up with a punishment that is in keeping with the Pillars of Vanium (Humility, Valor, Faith, and Justice) they have succeeded.

If the punishment is too weak the door to Mandras's tomb remains sealed. If the punishment seems too severe (think flogging, death ect.) a paladin or cleric of Vanium must make an atonement of their own before they may cast spells or use holy powers!

If the PCs succeed, the doors to the Tomb of Mandras creak open and the spirit of Mandras stands before them, offering them a chain-coifed helm affixed with an iron crown. This is the Crown of Justice.

The spirit of Mandras says, "Go forth with these gifts you of faith and honor. Defend my lands and free my people from the danger that batters down its gates! Remember the innocent, the weak, and those who cannot defend themselves. Be humble but strong, and remember that the source of your strength is through Vanium the Holy!"

With that the spirit fades.

As the scene again changes, the PCs find themselves before the lifelike, carved sarcophagus of the first Mandras Karbosk. The Duke himself is buried in simple armor with an iron, two-handed sword at his breast. A simple man, the Duke married late in life and did his best by his people. Any heirlooms of value were passed on to his descendants. Prizing open his actual crypt or violating his corpse of course could be considered a grave sin. Pun intended of course!

Ending the Adventure

Certainly, collecting the items of the Holy Panoply could serve as a boon to adventurers seeking to break the occupation or rescue those trapped within the besieged central bastion. That said, a paladin, lawful good monk, or cleric of Vanium may not be found in every adventuring group.

Effects of the Holy Panoply

When combined, the Holy Panoply actually affords the ability to magically turn 200 civilians within the Central bastion into a serviceable fighting force, and double the combat effectiveness of the soldiers and paladins already there. Coupled with the Banner of Courage, a combat force could be forged that would easily break the besieged survivors out of the East Central, and fight their way across the bridge to freedom. How this is accomplished is of course up to the Castle Keeper and the players!

Enough information is presented here to give a fairly clear picture of what happens to occupying forces in the event of a collapse of command and leadership or from suffering heavy casualties.

Considering victory points earned and the numbers offered for defenders in both Dro Mandras and The Conquered East, a Castle Keeper could easily run a large scale urban combat using Field of Battle rules with little difficulty that would be both fun and engaging for their gaming group.

Castle Keepers using the Field of Battle rules for Castles and Crusades™ have likely noted a fairly strong dispensation of forces arrayed against the city. Their "actual" numbers at the start of action in The Conquered East are listed in parenthesis throughout their chapter descriptions. Depending on the Castle Keeper's preferred formula for organizing a Field of Battle encounter these numbers and the subsequent reduction in troop levels due to PC actions and Victory Points should prove quite useful.

With 400 (or more) collected victory points, the PCs should have done sufficient damage to the infrastructure of the occupying forces to afford defenders a chance at victory.

CHAPTER 8. IXIUM'S ISLAND

The southern gatehouse from the Besieged East Central Bastion opens to a broad moat and the wizard built island that occupies the southern corner of East Dro Mandras. This walled garden is home to the Tower of Ixium, court wizard of Duke Mandras Karbosk V. Ixium's Island and tower may prove to be interesting adventure locations should Ixium be implicated in the kidnapping of the Duchess adventure as outlined in DB 4.

BASIC FEATURES

MOAT: The moat is 30ft. wide and 30 ft. deep on the city side. It drops off 150 ft. along the southern walls of island.

WALLS: The walls surrounding the Bastion are 20-ft-thick, rubble-filled stone that stand 30 ft. high with crenellation along the tops of the walls that offers cover to would be defenders. The eastern walls of the island have been destroyed by catapult fire.

A buttressed faux tower covers each of the four corners of the wall, though the northeastern corner has been destroyed.

IXIUM'S GATEHOUSE

The Gatehouse and drawbridge connect Ixium's island with East Central Bastion. Ixium's gatehouse is guarded by three squads of belkers which Ixium has bound to the site. The belkers remain hidden within the house, and only drop the bridge to the East Central Bastion to those guests which Ixium has previously approved. They follow Ixium's orders unquestionably, as they have no other choice.

BELKERS (6) *(These large neutral evil creatures vital statistics are HD 7d8, Hp 24, AC 22. Their primary attributes are Physical. They attack with 2 wings for 2d4, 2 claws for 1d4, and a bite for 1d6. Their special abilities are smoke claws, darkvision 60 ft., smoke form, and Spell Resistance 4.)*

Ixium pays the creatures in felons and foreign cut-throats drawn from the cities taverns who are "invited" to the tower to have audience with the wizard and are ambushed at the gatehouse. Thus far the Belkers have gathered a +2 cutlass, a ring of water walking, a robe of protection +1, a scroll of sticks to snakes, a +1 mace, a scroll of raise dead, a scroll of protection from evil, 2200 gp, a jeweled bracelet worked in the form of a snake worth 300 gp, and 3 rubies worth 50 gp each. The treasures have no real value to the belkers other than that which they may use it to bribe or trap characters with. Instead it is merely an accumulation of their victims' property.

IXIUM'S GARDENS

Ixium's gardens are planted heavily with deadly plants which have been used to great effect in protecting the wizard from would be assassins and in keeping orcs and goblins from attempting to use his island as a base of operations. Unfortunately it has also made it impossible for the Duke's forces to use the grounds around his tower as their own base.

Ixium's Gardens Random Encounter Roll 1d6 once every minute spent in the gardens.	
1.	Assassin Vine
2.	Hangman's Tree
3.	Needler
4-6.	No Encounter

ASSASSIN VINE *(This small neutral plant creature's vital statistics are HD 5d8, Hp 20, AC 15. They attack with 8 vines dealing 1d4 points damage each. Their special attacks include improved grab, constriction, and they have the ability to camouflage themselves.)*

HANGMAN'S TREE *(This large neutral evil creature's vital statistics are HD 6d10,Hp 35, AC 17/15. Its primary attributes are physical. It attacks all targets beneath its boughs at AC 12. Targets struck with the strangling branches suffer 1d6 points of damage per round until the target is strangled. After 3 rounds the hangman's tree swallows its target who suffers 2d6 points of acid damage per round.)*

NEEDLER *(This medium chaotic evil creature's vital statistics are HD 3d10, Hp 15, AC 14. Its primary attributes are physical. They attack with a needle barrage of 1d6 twigs dealing 1d4 points of damage per twig on a successful hit.)*

THE BEACON TOWER OF IXIUM

Ixiums tower stands 140 ft. tall and 50 ft. wide at the base, tapering to 25 ft. wide at the upper story. The pinnacle of the tower is a crystal glass enclosed lighthouse ending in a fine point. The tower was built by the court wizard to replace an aged lighthouse which once stood in the end of the old dock district. Ixium took over when he assumed his role as advisor to the Duke. While an unpopular move, there are few in the city willing to cross the wizard and he proceeded to do as he desired. First Ixium razed the area which had once been nothing more than ramshackle wharf taverns and crumbling warehouses, and built the moat, thus forming his own private island. He then proceeded to wield great magic over the course of several weeks, erecting the Beacon Tower as his personal residence.

The tower itself has 8 floors though few of the floors are actually occupied by anything at all, with the lowest floors being filled only with traps. The upper stories are said to contain the wizard's libraries, training rooms, laboratory, and personal lodgings. The top floor is of course the enchanted watch light set here to light guide ships safely to the harbor.

SPECIAL FEATURES

DOORS: All doors are hidden with an illusion requiring a CL 12 save vs. illusions to detect. They are further locked with a lock spell requiring a knock spell to open, or the secret password known to Ixium, or the mark of Ixium given to a guest.

STAIRWELLS: The stair leading up to the top of the tower is filled with webs as a "web" spell, barring passage until the webs are dealt with. The webs part for guests of Ixium bearing his mark.

FOG: The hallways outside of rooms and the stairwell are filled with a thick fog making it difficult to see beyond 5 ft. This means those climbing the stair must make a dexterity save when traveling between floors or tumble 20 ft. down the stairs taking 1d6 points of damage. The save is a (Challenge Level 5). The fog parts automatically for anyone bearing Ixium's mark.

1. Tower Entrance

Due to the use of the guards and wards spell, there is no apparent entrance to the tower. Ixium allows those he wishes to see the entrance to see it. Those he wishes to keep away cannot see it. Those actively seeking the door, knowing it to be an illusion may attempt a save vs. illusion (CL 12) to detect it.

Once detected the tower entrance is trapped with a summon monster spell which triggers if an uninvited foe attempts entry of the tower. The rune may be discovered by a successful traps check (CL 12), however the rune may only be disarmed by a successful dispel magic. If triggered the trap summons 4 Ragok Demons.

RAGOK DEMONS (4): *(These large chaotic evil demons' vital statistics are HD 6d8, HP 24, AC 19. Their primary attributes are mental and physical. They attack with two claws for 1d8 points of damage and a bite for 2d6+2 points of damage, or a tail slap for 1d8 points of damage. Their special abilities include spell resistance 6, demon traits, pounce, and howl.)*

1st Floor

The interior of the first floor is 40 ft. in diameter and appears to be covered in a thick coat of dust and cobwebs covers massive

oil paintings, and heavily carved bannister. The stairwell appears to be lost in a dense fog. A cobwebbed statue of Tokaladin, god of Magic stands in the center of the chamber.

The mouth of the statue animates when the chamber is entered by any other than guests of Ixium and asks "Who enters the Tower of Ixium?" Depending on the answer, the entire statue comes to life as a stone golem and attacks.

STONE GOLEM *(This large neutral construct's vital statistics are HD 12d10, HP 64, AC 26. Its vital statistics are physical. It attacks with a slam for 3d8 points of damage. Its special abilities include slow, and immunity to magic.)*

2nd Floor

This floor seems unfinished, as if work had begun to construct interior rooms as there is a three drop latrine built into the side of the northern wall. It is otherwise fog filled and crawling with spiderwebs.

Phase spiders hidden in the fog of the chamber have been trained to attack anyone not bearing the Mark of Ixium.

PHASE SPIDERS (4) *(These large neutral creatures vital statistics are HD 5d10, HP 26, AC 15. Their primary attributes are Physical. They attack with a bite for 1d6 points of damage. Their special abilities include poison, web, darkvision, and shift.)*

Hidden under the fog is the husk of Ymille, an apprentice who uncovered the secrets of Ixium's betrayals of the Duke. He was on his way to warn the Duchess when Ixium discovered his betrayal and removed his mark. The spiders of course made quick work of the fledgling mage.

Ymille's corpse still holds *2 scrolls of fireball, a scroll of invisibility, a potion of cure light wounds, bracers of armor +3, a wand of burning hands with 25 charges*, and a portion of a letter to Ixium written in Turgig Kraous's handwriting, the letter indicates a kidnapping plot, but the portion containing the "who" or the "where" was burned during the wizard's failed encounter with the phase spiders.

There is a doorway at the top of the staircase which runs along the outside of the wall, adding to its reinforcement.

3rd Floor

The 3rd floor appears as unfinished as the second floor. The interior of this floor is noticeably smaller, being only 30 ft. across instead of the 40 ft. of the previous floors.

The stairway leading to the 4th floor ends in a blank wall which is an illusionary door, similar to the others within the tower. The door is trapped with a lightning bolt trap which fires down upon anyone not bearing the mark of Ixium. The lightning bolt trap is a CL 12 to locate and deals 12d6 points of damage, with a CL 12 dexterity save for half. It may only be defeated with a successful dispel magic spell.

Hidden behind an illusory wall are the tower's dry stores and a pantry which is stocked with several weeks' worth of dried goods such as crackers, cheeses, hard salami, 500 gp worth of wine, barrels of apples, oranges, cured ham, strings of sausages, and ten bottles of rare Rhodensian cactus liquor worth 100 gp. per bottle.

4th floor

A series of six iron bound doors line the walls of this 20 ft. wide chamber. Each of the doors is apparently locked and would require a successful locks check (CL 9) to open. Each of the cells is roughly 5ft. x 10 ft.

FLOOR PLATE TRAP

The floor of the chamber is actually a large pressure plate. The plate does not trigger to any weight under 200 lbs. As Ixium weighs somewhat less than this he is able to cross through his jail chamber without incident, as are the majority of his privileged apprentices and guests. For every 100 lbs. over 200 lbs. that sets food upon the floor, one cell door opens, thus if 800 lbs of weight is placed upon the floor, all of the doors open at once. They otherwise open randomly. The trapped platform may be detected with a successful traps check (Challenge Level 6), and disarmed with a (Challenge Level 6) disarm check.

CELL 1. This cell contains a starved mountain troll who is chained to the floor and has exactly enough length of change to be able to reach the center of the chamber.

MOUNTAIN TROLL: *(This large chaotic evil giant's vital statistics are HD 9d8, HP 39, AC 16. Its primary attributes are physical. It attacks with two claws for 1d4 points of damage, a bite for 2d6 points of damage. Its special abilities are rend, darkvision, and regeneration 2.)*

The troll has not eaten except of his own flesh since the invasion.

CELL 2. 10 GHOULS

GHOULS (10) *(These medium chaotic evil common undead creatures vital statistics are HD 2d8, HP 8, AC 14. Their primary attributes are physical. They attack with two claws for 1d3 points of damage, and a bite for 1d6 points of damage. Its special attacks are paralysis, and it has darkvision 60 ft.)*

CELL 3. DRIDER

FELADRIUN THE DRIDER (1) *(This large chaotic evil creatures's vital statistics are HD 7d8, HP 28 (35), AC 17. Its primary attributes are physical. It attacks with a bite for 1d4 points of damage. Its special abilities include web, venom, and spells.)*

Feladruin was captured by Ixium in the Darkness and is kept here for experiments, and for the components which he harvests. Feladriun is affixed with a collar that is chained to the wall and allows him to come 10 ft. into the chamber and no farther. Feladruin is currently starved with hunger. If before he is freed he may offer to assist the PCs in exchange for his freedom. Otherwise he simply attacks, seeking to satiate his hunger.

CELL 4. THE GROMM

GROMM *(This large neutral evil abomination's vital statistics are HD 5d8, HP 19, AC 16. Its primary attributes are physical. It attacks with 10 tentacles for 1d4 points damage each, and a bite for 1d6 points damage. Its special attack is paralysis.)*

CELL 5. MARBUNTIS LEGIONAIR

This being was trapped by Ixium. It now seeks to murder any human or humanoid it can get its hands on.

MARBUNTIS *(This medium sized vital statistics are HD 4d8, Hp 15, AC 16. Its primary attributes are physical. It attacks with a bite for 1d6 points of damage or sting for 1d4 points of damage. It possesses scent, venom, and marbuntis abilities.)*

CELL 6. WIGHTS

There are 5 wights chained in this cell with just enough chain to allow them access to the chamber beyond.

WIGHTS (5): *(These medium lawful evil creatures vital statistics are HD 4d12, HP 24, AC 15. Their vital statistics are mental. They attack with a slam for 1d6 points of damage. Its special abilities are create spawn, energy drain, and darkvision.)*

The staircase running along the outside of the chamber ends in an illusory wall locked with a lock spell.

5th Floor Library

The 5th floor serves as Ixium's library. The library contains a variety of carefully maintained and carefully arranged volumes divided into six wings. Each wing is filled with hundreds of books, none of which are actually magical. Each of the doors is hidden by an illusion, and locked with a lock spell.

A. History

Study of the books in this section would take several months, at the end of which any sort of intelligence checks pertaining to the history of the Haunted Highlands would be at a +2.

Three books in this section are worth 400 gp each to a collector. The first is a book on the history of the ancient kings of Fanderburg and their curious laws of ascension written by Nundrum Hammerquill. The second is a treatise written by Gilamidion of Amyon Jymoon detailing the known history of the Umeshti Empire before its Destruction. A third is a knowledgeable treatise on the northmen by the poet Vorlner Iceaxe.

B. Romance and Poetry

These books range from heart-wrenching dwarven poetry written for would be stone wives, to bodice ripping elven novels of seduction, to Rhodensian tragedies penned during the reign of Pieter II.

C. Plants and Animals of the Natural World

Books in this section offer extensive study of the plants, trees, animals, weather patterns, and prime planting seasons for the Western Continent as well as knowledge gleaned from extensive travel to Tsutsin, Jiron, Rhodensia, Melia and beyond. Studying from these books would take at least 4 months, at the end of which time the reader would gain a +2 to intelligence checks pertaining to the knowledge of nature. The books in this collection are worth approximately 10 gp each, and the entire collection is worth 2000 gp.

D. The Known Planes of Existence

The books in this section describe what is known of the various planes of existence, from the mortal plane, and its alternate realities, the Astral, Ethereal, Rings of Hell, Abyssal Nether, and the Heavens above. Study of these manuals would take three months, though they provide enough information that a reader would gain a +2 to intelligence checks as they pertain to survival upon the other planes, as well as travel to and from these worlds. The entire collection is worth 3500 gp.

E. Religion and Philosophy

This section contains details on each of the various gods and some information regarding their worship. Studying the books would take three months but would grant a +2 to any intelligence checks as they pertain to the practice of religion in the Haunted Highlands. The entire collection is worth approximately 2400 gp.

F. Basic Magic

This door is trapped with a suggestion spell trap which suggests that the victim of the trap strips naked and go frolic in the garden outside the tower. The suggestion is a (CL 12) save vs. magic to avoid. The trap may be detected with a (CL 12) traps check, but may only be disarmed with a dispel magic spell.

The basic magic section is an extensive section of books not only of magical spells, but also discourses on the profession of wizard. Studying the discourses would grant a spellcaster 100 xp per month of study, though there are only six months worth of such books in the collection. A non caster who reads these books may gain the confidence to become a 1st level wizard if they are intelligent enough to cast magical spells in the first place and have a prime in intelligence. During this time however, they would gain no experience in their primary character class. There are twelve such non magical tomes about magic in this section of the library, and each is valued at 200 gp.

There are 1d10+5 spells of each 1st and 2nd level spells available in the basic magic library. The Castle Keeper should work with their players to determine which sort of spells would be helpful to them.

IXIUM'S CURSE

Characters attempting to steal spells from the library of basic magic without the permission of Ixium must make a successful saving throw vs. magic (CL 12) or be afflicted with a curse that makes it impossible to remember the spell that they are attempting to learn. For all intents and purposes they "learn the spell" and may even select that spell as one of their daily spells.

Unfortunately when they attempt to cast the spell, it has been forgotten. This curse may only be broken with a remove curse, or by Ixium's dismissal.

6th Floor-Laboratory

This chamber is a full scale wizard's laboratory capable of alchemical chamber. The chamber is kept for Ixium by his servant Welloth, the invisible stalker. The chamber is 25 ft. across and is filled with alchemical equipment, as well as baskets of unguents and ingredients. Crows feet, chicken bones, eyes of newt, pickled tentacles, eyeballs in brine, are just some of the labeled items within the laboratory.

The chamber has 10,000 gp worth of laboratory equipment, for use in crafting magical items, enchantment, and potion brewing. Use of the lab would grant its user a 15% reduction in the time needed to craft magical items, scrolls, and potions.

Welloth attacks anyone being which enters the chamber uninvited. Welloth, as Ixium's assistant is very familiar with the sorts of potions that Ixium has on hand, and begins any combat situation by drinking a potion of haste followed by a potion of strength, increasing its attacks to two per round and increasing its damage dice to a d6.

> **WELLOTH THE INVISIBLE STALKER** *(This large neutral evil elemental's vital statistics are HD 8d8, Hp 40, AC 17(20), its primary attributes are mental. It attacks with two slam attacks while hated for for 4d6 points of damage, or 4d4 points of damage otherwise. It has natural invisibility, darkvision, improved tracking, and spell resistance 6) .*
>
> ***Potions include:*** *Spider climb, darkvision, enhance attribute x4, nondetection, haste x2, blur, fly, invisibility (x2), heroism, protection from arrows, gaseous form.*

There are enough material spell components within the chamber to cast every spell found in Ixium's spell books twice, unless the Castle Keeper feels otherwise.

A staircase along the outside of the wall leads to Ixium's quarters.

7th Floor Ixium's Quarters

The illusory locked door to Ixium's private chamber is trapped with a disintegration trap which is (Challenge Level 12) to detect, and may only be disarmed with a successful dispel magic spell. A single creature within 10 ft. of the door is disintegrated unless they make a successful charisma save. Characters making a successful save still suffer 5d6 points of damage.

The chamber beyond is Ixium's private room, a spacious 20 ft. diameter chamber whose parts are separated by paneled screens. A hearth is built into one side of the chamber. The bed is covered in silks and satins worth 1000 gp. A bureau is filled with 10 Rhodensian silk robes, 10 pairs of matching slippers, and 10 Rhodensian hats, The combination of costumes is worth 200 gp per suit of clothes.

There is an illusory panel hides beneath Ixium's bed. The panel requires a successful save vs. illusions (Challenge Level 12) to detect. The panel itself is locked with a lock spell. Inside the trap door is an iron bound chest which is also locked with a lock spell and a poison needle trapped lock. The lock is a (Challenge Level 10) to unlock with a locks check. The trap on the lock is a (Challenge Level 10) to detect, and a (Challenge Level 10) to disarm.

If the trap is triggered the poison needle shoots into the lock picker's hand dealing 1 point of damage and forcing a save vs. poison (CL 12). If the save is failed the lock picker dies. If they succeed they still suffer 2d6 points of temporary constitution damage.

Within the chest are Ixium's personal spell books containing his daily memorized spells plus 3 additional spells of 3rd-6th level, and a 7th level spell of the Castle Keeper's choice.

There are also scrolls containing the following spells:

Disintegrate, Plane Shift, Fireball, Mangold's Added Arm, Simulacra Swarm, Ironbeard's Smashing Hammer, Death Walk, Dissolve Flesh, Shadow Hand.

There are 2300 gp, 500 pp, 23,000 silver pieces, A gold necklace worth 1000 gp, 3 rubies worth 300 gp each, 3 diamonds worth 1000 gp each, *a +1 dagger, a wand of magic missiles with 30 charges, a rope of climbing, a pair of cursed bracers of defenselessness*.

A single emerald contains the trapped spirit of Ophist, wrapped in a piece of parchment with his name written upon it. Ixium leaves this amongst his treasure as a trap as he controls Ophist and can command the demon back into the gem at will. If Ophist is removed from the gemstone by any being other than Ixium, he attacks.

> **OPHIST THE CHOROSTARON** *(This large chaotic evil demon's vital statistics are HD 10d8, Hp50, AC 20. Its primary attributes are Mental and Physical. It attacks with two claws for 1d8 points of damage, and a bite for 1d10 points of damage. Its special abilities are demon traits, breath weapon, and spell like abilities).*

8th Floor: The Harbor Light

The harbor light stands atop the top floor of the beacon tower. The 15ft wide chamber is encased in leaded crystal panes that are an inch thick. In the center of the chamber is a huge clear quarts crystal the size of a watermelon which is enchanted with an enhanced continual flame spell which itself is enhanced by the quartz and again reflected by a series of polished silver mirrors which sit around its casing. Ixium has further enchanted the crystal, its casing, and the gears which control it to seek out ships as they approach the harbor, guiding them safely to the docks. This control feature can be changed with a command word, to actually aim ships deemed enemies into the rocks and cliffs to the east of the city.

The entire contraption is worth 5000 gp and weighs two hundred lbs.

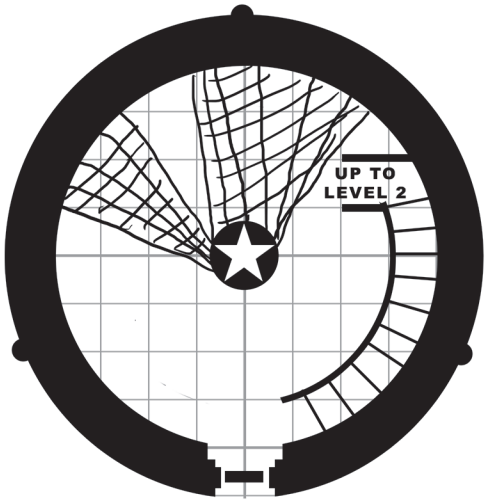

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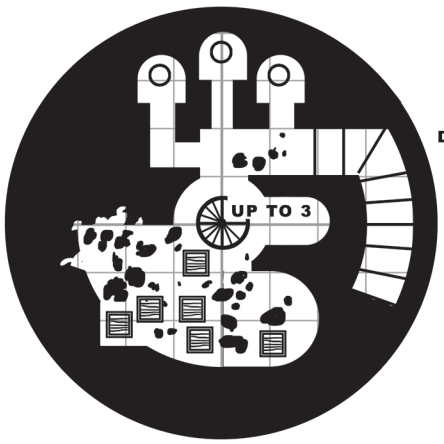
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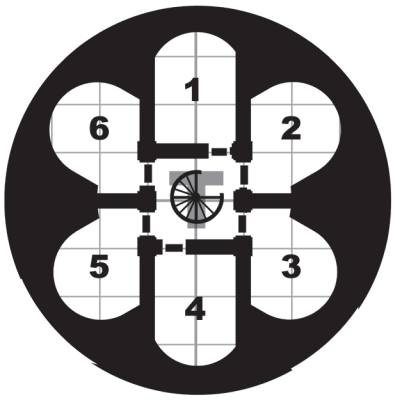
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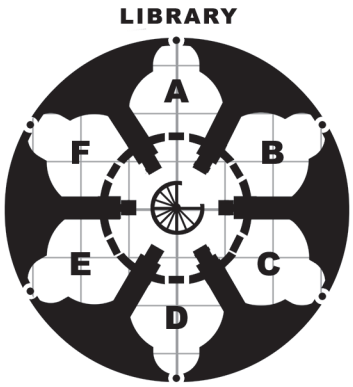
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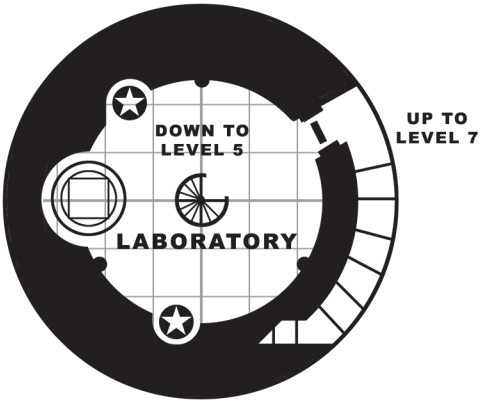


CELLS

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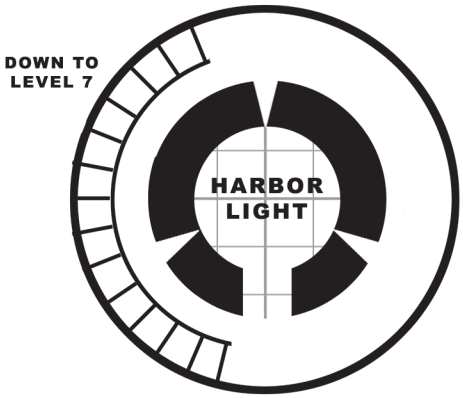
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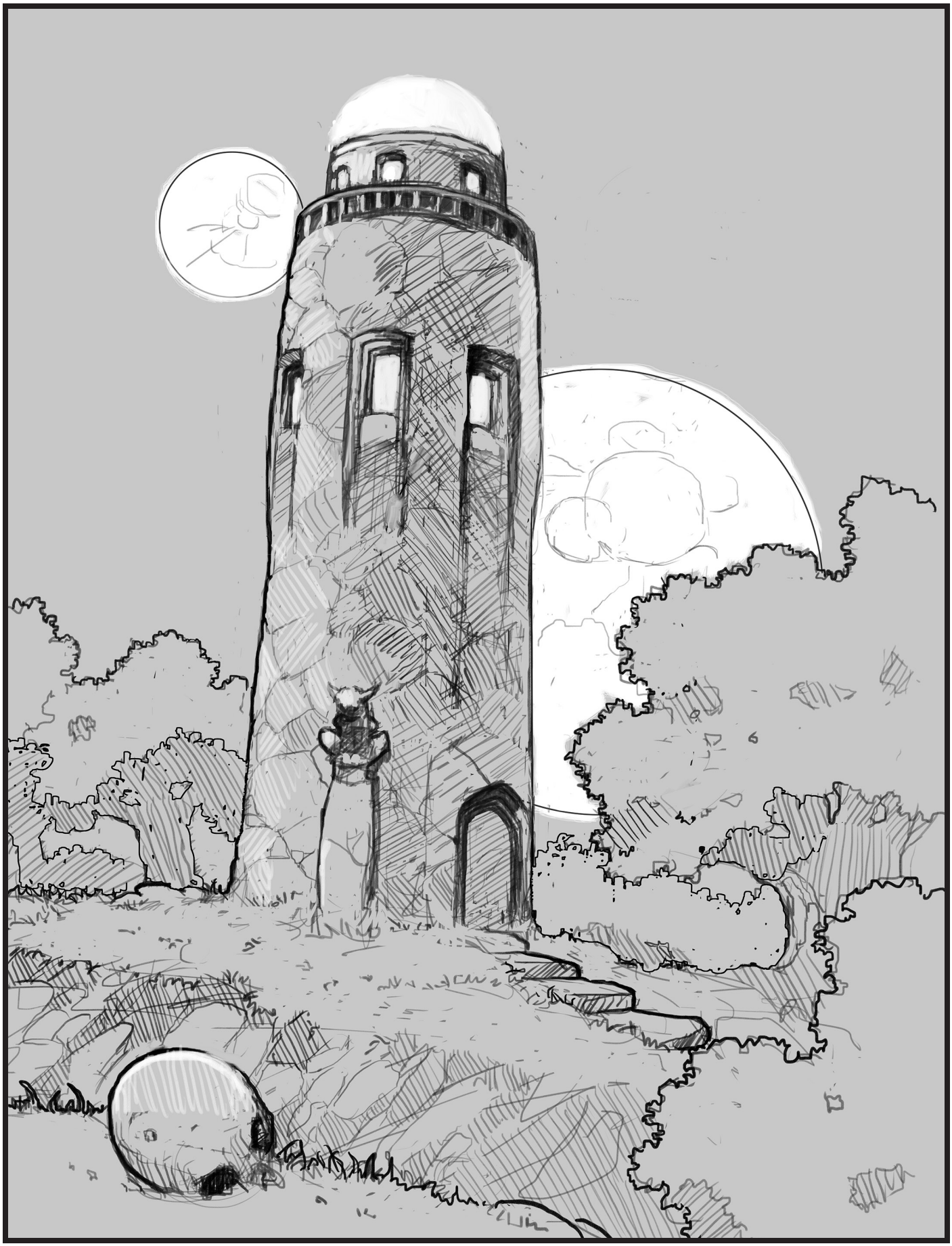


LEVEL 7



LEVEL 8





DB 6: Dwellers in the Darkness: A Crater of Umeshti Area Adventure



The small band stopped at the sound of a familiar chuckle behind them.

"Ho there strangers! 'Tis I," came the deep voice, hushed but hurried in the subterranean pitch. "Fancy seeing you here so deep beneath the earth. I feared you had been lost as tis been many moons since your party has passed through the Roadhouse Gates and spent an evening in its warm beds. I see you have found the passage to the Undercity after all."

The group studied the large figure as he stepped into their torchlight, catching the steely glint and mischievous lips curving up at the corners of his stubble shadowed mouth.

"'Tis a dangerous place this Undercity, Dangerous enough I myself dare not utter. So deep beneath the earth it is and so hidden from the knowledge of them that dwell above. Seldom travel there myself, but thar's a brewer amongst them Gobbos who has a rare whiskey that I need fer me own blend."

"Now I suspect ye have important errands. Be warned, thar is danger in that Undercity, and its rulers are quick to punish them as breaks their rules. Course they ain't many rules in a place like that, so watch yer backs."

The figure nodded to them and wished them a good day, hauling a small keg over his shoulder and turning up the passage which they had come down, chuckling in the darkness at the trail of bodies that the band had left in their wake.

The group shook their heads and gave one another knowing looks in the darkness as the burly fellow continued. Resolutely they loosened their swords in their scabbards and proceeded down the subterranean passage, ever onward to their goal.

Introduction

The ***Dwellers in the Darkness*** is an adventure setting for the ***Castles and Crusades™ Fantasy Role Playing Game*** system printed under the Open Gaming License (OGL). With the details provided herein, a Castle Keeper (CK) should find more than enough information to begin an adventure campaign set amongst the subterranean civilizations detailed herein. ***Dwellers in the Darkness*** is compatible with ***DB 1: Haunted Highlands,*** and is an expansion of that setting, detailing a variety of settlements found in the subterranean places bordering ***DB 2: The Crater of Umeshti*** and ***DB 3: The Deeper Darkness***.

The campaign material found herein is suitable for all levels of play and is designed to be scaled to best suit the Keepers adventure needs.

Summary

Dwellers in the Darkness describes a unique new area of game play for adventurers to explore in the Haunted Highlands setting in the form of the fabled Undercity of Ulgakur. Brief statistics and treasures of important persons the players may encounter are also included. Of course there are the obligatory tables for generating random encounters and events as well as lists of adventure options and story seeds are sprinkled throughout the product.



Unlike a traditional setting product, Dwellers in the Darkness offers a broad amount of statistics for fiends, friends, and foes. Most of these characters that the players may encounter have a story seed, or some desired item, which could lead to a fantastic adventure. Unlike a true adventure product, there is no "exact ending" or goal that the PCs are expected to accomplish. Instead Dwellers in the Darkness is intended to be player driven. Players should feel the freedom to explore. There are no rails or steel wheels attached to their actions here. Any of the underworld locations detailed here could serve as a base of operations for further exploration of the Darkness, or even deeper delving into the famed Crater of Umeshti.

What is the Darkness?

The "Darkness" is an area of perpetual night found many hundreds of feet beneath the surface of the Karboskian Marches is this meant to be Marshes?. Connected with series of cracks, fissures, tunnels, and underground rivers the cavern system stretches for hundreds of miles and is filled with enclaves of dangerous denizens. Few who dwell upon the surface world know more than legends of the beasts and villains that dwell within the alien world below.

The darkness serves as an alternate under-earth campaign tool to be used in any adventure setting. Its lengthy halls and underground rivers may be connected with maps from published pre-existing or home-brewed campaign worlds to add countless hours of fantasy role play enjoyment. The darkness could lead to a complete hollow world within the standard campaign world, or serve as a direct passage to the other side of the planet! Ultimately how deep the Darkness extends is up to the individual Castle Keeper and their campaign to decide!

CHAPTER 1: THE DARKNESS

Stretching for hundreds of miles in every direction from the Mynthnoc Cairns in the Umeshti Highlands and beyond to the plains just north of the Dirty Bowbe's Roadhouse. Cavernous tracts to the northeast, beyond the Mandras River have as yet gone unexplored by recent civilized folk or even the doughtiest of gnomish cartographers and treasure seekers due to the heavy giant populations dwelling in the vicinity of Pieter's Reach.

Hidden within the darkness are several hidden settlements, unknown, or at very least unseen by the eyes of surface dwellers above. The greatest of these settlements is the unholy Undercity of Ulgakur, ruled by its wicked hegemony why is this capitalized?.

ROADHOUSE RULE: NPC STATISTICS

NPCs in the Darkness are typically listed by their race. Where the race listing is classified as "Humanoid" such as many of the characters detailed in the Undercity of Ulgakur, it is surmised that the character could be of any underworld or surface world humanoid race. They could be dark elf, dwarf, orc, meshkuri if meshkuri is a race, it should be capitalized, hobgoblin, or whatever the Castle Keeper decides is appropriate for the encounter. When a race is listed as "humanoid" only two primes are given. If the Castle Keeper chooses human as the humanoid base creature, they should also add an additional prime of appropriate type for the listed character class. For example, a rogue may be prime in dexterity and wisdom, but benefit from having an additional prime in intelligence.

RACES WITH CHARACTER CLASSES

Some races are in general physically superior to baseline humanoids as described in the PHB. Those with a standard 1d8 humanoid HD certainly qualify for character classes as per the PHB. For example, a hobgoblin fighter or goblin wizard are not "out of the ordinary" as their baseline statistics have an analogue with gnomes or humans from the PHB.

Some beings such as bugbears are larger, stronger and heartier than their subordinate sub-types. In the cases where there was a need to increase their power or vigor, the choice was made to create the creatures with more "hit dice" to reflect a tougher version of the original, or to add character classes to the base "hit dice" of the monster, and adding the additional powers as mentioned. Such creatures are of course experience points enhanced to reflect their greater than ordinary powers. To determine the BtH of these creatures, add the standard monster BtH and the BtH of its character class.

THE UNDERCITY OF ULGAKUR

The Undercity of Ulgakur was once a great goblin stronghold that was conquered twenty years ago by Lluvandron the Black and a band of adventuring mercenaries, who re-established the city as their home base and declared it a "Free City" of the Great Darkness.

Now ruled by a ruthless hegemony the city is not without its frequent civil wars, coups and revolts that are as often put down when undead hordes issue forth from the bowels of Lluvandron's tower under the command of his lieutenant Ybras the Drinker.

Locations of Interest

1. The Goblins' Gate

This ominous pile of ever growing and ever changing walls, death traps, and dead ends is referred to as the goblin gate. Manned by the Twisted Tooth Goblins, and their King Droollip the goblin gates are the first gates of Ulgakur accessed by those arriving from the Fortress of the Three. The Twisted Tooth's' as they call themselves are ingenious in their defense, having fortified the three ply gate of iron and stone with a variety of murder holes and traps. Visitors entering this gate must be led by a goblin guide who has previously searched them with a want of (detect minerals), and detect magic. Visitors are then blindfolded and led through the maze sandwiched between the three gates.

The outward fortifications of the gates are themselves impressive with a three-tier compliment of archery slots on each side reaching to the cavernous ceiling sixty feet above. Lead ingots are piled high on the top tier of the tower. These were melted by the goblins in the days of their battles with the dwarven this is not a word but it might be a word used in this type of game writing, I would suggest "dwarf" hosts of Fanderburg and poured upon their mortal foes in a rain of molten metal.

COUNT DROOLIP (GOBLIN CHIEFTAIN): *(He is a Lawful Evil 7th level goblin fighter whose vital statistics are HD 7d10+7, HP 77, AC 23. His primary attributes are strength and Charisma. His significant attributes are strength 14(16), dexterity 16 and constitution 16. He carries a +2 nine ring broadsword dealing 1d10+5 damage and a +1 short bow with a quiver of 20 +1 arrows. He wears gauntlets of ogre strength, a +1 ring of protection, and +1 full plate. He carries a small bag of holding containing 2000 gp, and a war horn to summon his band, 3 potions of cure serious wounds should this be "3 potions to cure serious wounds"?, and a potion of invisibility.)*

TWISTED TOOTH SUB-CHIEFS (4): *(They are lawful evil 4th level goblin fighters whose vital statistics are HD 4d10+4, HP 32, AC 18. Their primary attributes are strength and Constitution. Their significant attributes are strength 14, dexterity 14 and constitution 14. They carry a +1 sickle sword dealing 1d6+4 points damage, and a light crossbow with 20 bolts dealing 1d6 points damage. They wear splint mail and carry a small steel shield. Their loot sack contains 2 potions of cure light wounds as above, I'm unclear as to whether this should be "2 potions to cure light wounds"; I will leave that up to you. It seems consistent throughout that he says "of cure" so it could either be affectation or the title of type of potion. and 4d10 gp.)*

TWISTED TOOTH ELITES (40): *(They are lawful evil 1st level goblin fighters whose vital statistics are HD 1d10+1, HP 7, AC 16. Their primary attributes are strength and Dexterity. Their significant attributes are strength 14, dexterity 14, constitution 14. They wear breastplate armor, carry a small steel shield and a sack with 2d10 gp and a potion of cure light wounds and a grenade dealing 2d6 points of damage.*

TWISTED TOOTH'S GOBLINS (400): *(These small lawful evil humanoids vital statistics are HD 1d6, HP 3, AC 15. They fight with a spear for 1d6 points of damage or a light crossbow for 1d6 points of damage. They possess 2d10 silver pieces each.)*

SIZZLE THE TWISTED TOOTH'S VIZIER: *(He is a lawful evil 5th level goblin wizard whose vital statistics are HD 5d4, HP 10, AC 14. His primary attributes are intelligence and Dexterity. His significant attributes are intelligence 15, dexterity 15. He wears +2 bracers of armor and carries a wand of web and a wand of lightning each with 40 charges. He keeps 2 potions of cure light wounds with him at all times. Sizzle's typically memorized spells are 0th—Arcane Mark, Detect Magic, Message, Open, Prestidigitation, 1st— Alter Size, Identify, Magic Missilex2, 2nd—Acid Arrow, Detect Thoughts, Mirror Image, 3rd—Fireball)*

SIZZLE'S APPRENTICES (5): *(They are lawful evil 1st level goblin wizards whose vital statistics are HD 1d4, HP2, AC 12. Their primary attributes are intelligence and Dexterity. Their significant attributes are intelligence 15, dexterity 15. They carry a dagger. Their typical memorized spells are 0th—Arcane Mark, Detect magic, Message. 1st—Magic Missile, Sleep.)*

GATE MAZE

The Gate Maze requires a successful intelligence attribute check (CL 4) to pass through without the assistant of a goblin scout. The challenge levels listed on the following chart indicate the number of rounds it takes to escape the maze.

Once within the maze, Characters have a random encounter or event for every 4 rounds they spend within the maze.

PHYSICAL FEATURES: The corridors are ten feet wide with twenty foot high ceilings. The walls are polished stone, giving a mirror like effect. Ornate carvings mask arrow slits and murder holes in the walls and ceiling.

Roll 1d12 on the following table, ignoring any events that have already taken place.

Gate Maze Random Encounters and Events: Roll 1d12	
1.	Spring Loaded Dart Trap
2.	Tripwire Trap
3.	Falling Block Trap
4.	Saw Blades Trap
5.	Acid Mist Trap
6.	Crushing Ceiling Trap
7.	Murder Holes
8.	Arrow Slits
9.	Worg Kennel
10-12.	No Encounter

SPRING-LOADED DART TRAP CHALLENGE LEVEL 3: Stepping on this floor plate causes a spring mechanism to hurl 2d4 darts at all targets in a 10 ft radius. The darts attack with a +3 to hit, and deal 1d4 damage per dart. The darts are coated with Type III venom requiring a save vs. poison (Challenge Level 3). On a successful save, the victim takes an additional 1d4 points damage and suffers -1 to all their secondary attributes for 1d2 days. On a failed save, the victim takes an additional 1d8 points of damage and suffers -2 to their primary attributes. Find Traps: Challenge Level 3. Disable Traps: Challenge Level 2. Bypassing this trap requires moving a secret sliding panel on the wall and jamming the spring coil and reset block. Experience: 40 xp.

TRIPWIRE TRAP CHALLENGE LEVEL 1: The wire "attacks" at +2, and if it hits, the target must make dexterity check at Challenge Level 1 or fall prone. Find Traps: Challenge Level 1, Disable Traps: Challenge Level 1. Experience: 15 xp.

The tripwire not only trips whoever steps on it, it also shakes a stringer of broken armor alerting a patrol of 2d6 goblins, 1 goblin elite and 1d2 worgs.

FALLING BLOCK TRAP CHALLENGE LEVEL 2: The falling block can either be a set trap or a natural occurrence from an unstable area. The PC enters the 5' area directly below the block, and one or several stones fall to strike the PC. The stone strikes with an attack bonus of +3 and it inflicts 2d6 damage. Find Traps: Challenge Level 2. Disable Traps: Challenge Level 2. A bypass for the trap is a hidden lever on the wall just before entering the traps square. Experience: 20 xp.

SAW BLADES TRAP, CHALLENGE LEVEL 4: Huge Buzz Saw Blades sprout from walls, floor and ceiling attacking everyone in a 10 ft. radius with a +10 to hit and dealing 3d6 points of damage on a successful hit. The trap controls are hidden in the ceiling requiring the disarmer to climb to the control box. Find Traps: Challenge Level 4. Disable Traps: Challenge Level 4. Experience: 60 xp.

ACID MIST TRAP CHALLENGE LEVEL 6: A triggered floor plate fills a 20x20x20 area with acid gas dealing 3d6 points of damage per round acid damage. The acid also damages leather, and ferrous metals. The gas dissipates in 1d4+3 rounds. Find Traps: Challenge Level 6. Disable Traps: Challenge Level 6. Experience: 210 points.

CRUSHING CEILING TRAP CL6: Once the PCs enter the trapped square, a grinding noise can be heard by all I suggest using the word "everyone" to negate the rhyme in the hall. A grate drops on either side of the quickly descending ceiling trapping individuals inside the kill zone. The PCs have 2 rounds before the ceiling crushes everything in the room to adventurer paste. PC's still in the hall when the ceiling lowers fully take 10d6 crushing damage. Find Traps: CL5, Disable Traps: CL6. A good bypass for this trap is a hidden lever counterbalance. Experience: 900 xp

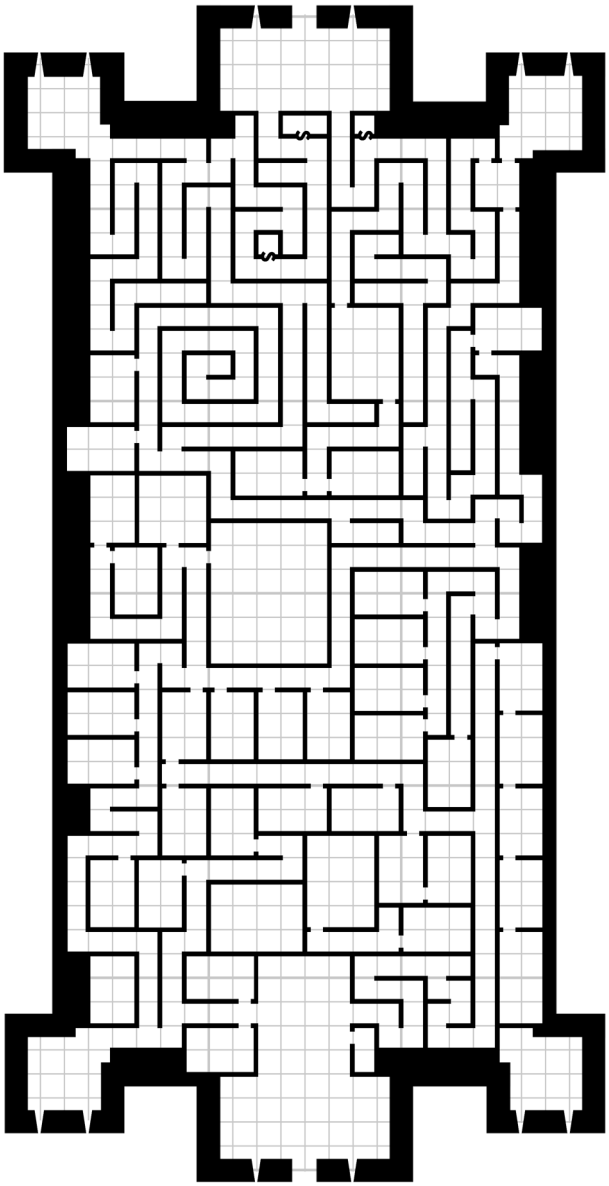
MURDER HOLES: Hatches open in the ceiling and 3d6 goblins rain arrows down on victims in a 30 ft. long stretch of corridor. The goblins gain an additional +2 to hit due to elevation and surprised victims lose dexterity bonus to armor class. The holes are only 2 ft. wide offering the goblins +4 to their Armor Class. Allow a Challenge Level 4 wisdom check to avoid being surprised.

ARROW SLITS: As with murder holes. The 3d6 goblin archers attack from flanks with spears and arrows stabbing and firing at those who pass by. The arrow slits are concealed requiring a Challenge Level 4 wisdom check to avoid being surprised. Goblins gain +4 to armor class due to the cover offered by the arrow slits.

WORG KENNEL: The worg kennel keeps 2d6 hungry worgs.

> **WORGS (2D6):** *Vital statistics for the neutral evil beasts are HD4d8, HP 22, AC 15. They attack with a bite for 2d4 points of damage. They have the ability to Trip, scent, track and dark-vision unsure if this is a game word or not, but it seems so. 60 ft.*

The worgs communicate with their goblin masters, leading troops of goblins to assault intruders.



2. Goblin Breeding Pits

The breeding pits are an aberration of magic and science where goblin shamans and dark elfin wizards form spectacles of evil, wrath and hatred by binding the versatile goblinoid stock with other creatures. These vicious hybrids are often capable of tearing a man limb from limb with their bare hands. It is the hope of the goblins and their dark elf associates to forge the birth of a hobgoblin master race capable of conquering the surface world once and for all.

Guapofar is the breeding master, a goblin wizard known for the cruelty of his fleshly designs. Guapofar was once the apprentice of Lluvandro and learned much from the tutelage of his bony master. Rising in mastery of the arcane arts, Guapofar is now the most powerful goblin in all of Ulgakur. Guapofar is the only goblin who holds a seat amongst the hegemony, being of a different tribe of goblin than those who once ruled the cavernous city. Guapofar is guarded at all times by his loyal quartet of battle plated trogres who call him father.

GUAPOFAR: *(He is a lawful evil 12th level goblin wizard whose vital statistics are HD 10d4+12, HP 32, AC 16. His primary attributes are intelligence and Wisdom. His significant attributes are intelligence 17(19), dexterity 15, and constitution 15. He carries a staff of conjuration and wears +3 bracers of armor and a +2 ring of protection as well as a ring of invisibility and a +2 diadem of intelligence. His typically memorized spells are. 0th—Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Prestidigitation. 1st—Alter Size, Burning Hands, Charm person, Comprehend languages, Magic Missile, Shield. 2nd—Acid Arrow, Darkness, Protection from Arrows, Ray of Enfeeblement, Web. 3rd—Blink, Dispel magic, Fireball, Fly, Haste. 4th—Charm Monster, Polymorph, Wall of Ice. 5th—Cloudkill, Feeblemind, Teleport. 6th—Chain Lightning, Project Image.)*

BREEDING CHIEFS (10): *(These are lawful evil 3rd level goblin clerics whose vital statistics are HD 3d8, HP 14, AC 16. Their primary attributes are intelligence and Wisdom. Their significant attributes are wisdom 15, intelligence 14. They wear banded armor and carry a hammer and cat o' nine tails to separate their stock. Their typically memorized spells are 0th—Detect Magic, Detect Poison, First Aidx2. 1st—Command x2, Cure Light Wounds. 2nd—Hold Person, Spiritual Weapon.)*

BATTLE PLATED TROGRES (4): *(These large chaotic evil creatures vital statistics are HD 5d8, HP 25, AC 19. They attack with two slams for 1d8 points damage, and a bite for 1d4 points damage, or with their large two handed scimitars that deal 2d8+4 points damage and require massive size and strength to wield. They are plated in steel and keep 2d10 gp each.)*

There are dozens of pits. Roll at random to determine the number and type of beasts found within the various breeding pits.

1. Trogres
2. Hobgoblin (Young)
3. Half-orc
4. Minotaur
5. Half-ogre
6. Orgre I think this should be Ogre
7. Half-giant (Hill)
8. Hill Giant
9. Annis
10. Human (Surface)
11. Human (Meshkur)
12. Ettin

3. East Gate: The Hobgoblin Ulgakur Legion Barracks

This stout gate fortress not far from the Tower of Lluvandro serves as the proving ground for all hobgoblins raised in the breeding pits of Ulgakur. As a gate of guarded access into the city from the southeast, the barracks makes a daunting impression of the Hegemony's power on visitors from those regions of the Darkness which lay beyond its eastern hall.

From about three years of age until sixteen hobgoblins are barracked here where they receive non-stop training in the art of war. Once graduated from their training, they are collected by whoever paid for their rearing. They will then serve a term of service no longer than ten years to their new master. Hobgoblins raised in the barracks are considered elite even amongst other hobgoblins and many go on to raise and command their own legions after their ten year service is expired.

The Legion Barracks graduates almost one hundred elite hobgoblins every year and has four hundred cadets training at any given time. Three hundred of these cadets are considered "regular hobgoblins" until their fourth year of training. The hundred cadets in the senior class are considered 1st level fighters. The cadets graduate as 2nd level fighters.

The Barracks is maintained by Wunash Babo, a grizzled battle veteran and his squad of trainers who have maintained the barracks at the pleasure of the Hegemony for twenty years. The one armed warlord is not slowed by his missing limb in the slightest, showing no quarter to cadets he deems too weak to cut the mustard.

WUNASH BABO: *(He is a lawful evil 9th level hobgoblin fighter whose vital statistics are HD 9d10+10, HP 66, AC 19. His Primary Statistics are strength and Intelligence. His significant statistics are strength 16, intelligence 14, and dexterity 8 (do to one arm). He bears a +2 long sword dealing 1d8+6 points damage. He wears +2 full plate armor. He keeps 3 potions of cure serious wounds.)*

HOBGOBLIN TRAINERS (8): *(They are lawful evil 4th level hobgoblin fighters whose vital statistics are HD 4d10, HP 24, AC 18. Their Primary Statistics are strength and Dexterity. Their significant attributes are strength 15, and dexterity 15. They carry two handed swords or a two handed axe for 2d6+2 points damage and expert composite longbows that deal 1d8 points of damage and carry 20 arrows. They wear splint armor and bear a medium steel shield.)*

HOBGOBLIN SENIOR CADETS (100): *(They are lawful evil 1st level fighters whose primary statistics are HD1d10, HP 7, AC 16. Their primary attributes are strength an Dexterity. Their significant attributes are strength 15, and dexterity 15. They carry a two handed sword or two handed axe for 2d6+2 points damage and composite longbows and 20 arrows for 1d8 points damage.)*

HOBGOBLIN JUNIOR CADETS (300): *(These lawful evil hobgoblins vital statistics are HD 1d10, HP 7, AC 15. Their primary attributes are physical. They have darkvision 60 ft. They carry two handed sword, or two handed axe dealing 2d6 points of damage.)*

4. The Coal Road

Running through the northeast corner of Ulgakur is the road that hauls coal and ore into Ulgakur from the northwestern mines. The neighborhood fairly crawls with soot goblins and kobold slaves.

5. Orc War Tower

Set amongst the goblin breeding pits, this natural pillar is home to several hundred orcs. The orcs are devout followers of Gathaak and for that reason are actually foes of the orcs who follow Yorgach in his bloodthirsty surface campaign. Gralmar is commander of the orc forces, though the true ruler of the orcs is Rachag the Leper, priest of Gathaak.

Rachag occupies the top story of this spire, communicating to the orc horde from the balcony as he calls them to prayer and prepares them for fervent battle. In rare occasions when Rachag leaves the war tower he is born upon a battle palanquin by ten hardened orc reavers. Rachag holds a junior seat within the Hegemony, due to his strong connection to his deity, and the fact that even Lluvandro has no desire to cross the Orc God.

Gralmar maintains the day to day operations of the garrison through fear and torture, his barbed whip never far from his reach. In battle Gralmar prefers his wickedly curved two handed axe. Gralmar is typically stationed at the Goblin Gates.

GRALMAR: *(He is a chaotic evil 8th level orc fighter whose vital statistics are HD 8d10+8, HP 64, AC 20. His primary attributes are strength and Constitution. His significant attributes are strength 18 and constitution 15. He wears +2 full plate armor and carries a +1 two handed scimitar dealing 2d6+6 points of damage. He has a robe of blending and boots of elfinkind and has 3 potions of cure serious wounds.)*

RACHAG: *(He is a chaotic evil 10th level orc cleric whose vital statistics are HD 10d8, HP 40, AC 22. His primary attributes are wisdom and Strength. His significant attributes are strength 17, wisdom 17. He carries a +3 mace of smiting. He wears +2 full plate of fire resistance, and carries a +1 steel shield. He has a wand of cure light wounds with 40 charges. His typical memorized spells are 0th—Detect Good, Detect Magic, Detect Poison, First Aid x3. 1st—Bless, Command x2, Shield of Faith, Sound Burst x2. 2nd—Aid, Augury, Darkness, Hold Person, Silence, Spiritual Weapon. 3rd—Animate Dead, Cure Serious Wounds, Dispel Magic, Bestow Curse. 4th Divination, Freedom of Movement, Level Drain. 5th Cause Critical Wounds, Flame Strike.)*

Rachag's gift for his unfailing worship of Gathaak is to be incurably infected with leprosy. Contact with Rachag's flesh may spread the disease requiring a successful constitution Save vs. Disease (CL 6) or suffer 1 Point of constitution per month with a new save each month to avoid loss of additional Constitution.

ORC CHIEFS (4): *(They are chaotic evil 5th level orc fighters whose vital statistics are HD 5d10, HP 30, AC 16. Their primary attributes are strength and Dexterity. Their significant attribute is strength 17. They carry a cat o'nine tails and a falchion dealing 2d4+3 points damage. They wear banded mail. They carry 3d10 gp, a wineskin, and hunk of putrid "jerky" in their pouch.)*

ORC SUB CHIEFTAINS (40): *(They are chaotic evil 2nd level orc fighters whose vital statistics are HD 2d10, HP 14, AC 16. Their primary attributes are strength and Constitution, their significant attribute is strength 16. They carry a scimitar (1d6+2), wolf spear (1d8+2), and light crossbow with 20 bolts (1d6). They wear a coat of plates and carry a medium shield. Each has 3d6 gold pieces.)*

ORCS (400): *(These chaotic evil orcs vital statistics are HD 1d8, HP 5, AC 13. They carry a scimitar (1d6) and wolf spear (1d8). They have 2d6 silver pieces.)*

6. Dark Elf Consular Spire

The dark elves are a defeated and much declined race, have mostly relinquished their hold of the Darkness, preferring to serve as advisors or mercenary officers in the payroll of others. This is not to say that their webs of deceit do not run deep. Rather their numbers are simply too small and surviving rulers too young to command the might that they were once known to wield. Perhaps in another millennia or two they shall rise again to reclaim their birthright.

Under the guidance of Salsuvio, called Pitch the Blacksoul and his insane sister Mistress Sin, the dark elf emissaries still maintain control of a great deal of the trade between the benighted review this word. Does he mean ones who have knighted themselves (as in beknighted) or benighted, which means overtaken by night settlements of the Darkness. Many have taken to the patronage of the Demon Lord Zudusht, the Count of Nightmares, as the drow's disoriented priesthood seeks a replacement for their fallen queen amongst the pantheons of the Underworld.

SALSUVIO "PITCH" BLACKSOUL: *(He is a chaotic evil dark elf 8th level wizard, 8th level assassin whose vital statistics are HD 8d4+8d6, HP 40, AC 21. His primary attributes are intelligence and Dexterity. His significant attributes are intelligence 18, dexterity 18. His special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance 3. He carries a staff of Evocation with 40 charges, a +3 frostbrand long sword, +3 leather armor, and a +2 ring of protection. He keeps 2 doses each of Types I-VI poison. He carries 2 potions of cure serious wounds and boots of speed. His typical memorized spells are 0th—Dancing Lights, Detect Magic, Detect Poison, Open/Close, Message. 1st—Change Self, Charm Person, Magic Missile, Protection from Good, Sleep, Spider Climb. 2nd—Detect Thoughts, Invisibility, Mirror Image, Protection from Arrows, Ray of Enfeeblement. 3rd—Dispel Magic, Fly, Haste, Lightning Bolt. 4th—Charm Monster, Polymorph.)*

MISTRESS SINN: *(She is a chaotic evil dark elf 8th level fighter, 6th level wizard whose vital statistics are HD 8d10+6d4, HP 72, AC 23. Her primary attributes are strength and Intelligence. Her significant attributes are intelligence 17, dexterity 17(19), charisma 18. Her special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance 3. She carries a +2 "final word" scimitar and a +2 short sword of deft hands. She wears elfin chain giving her an overall armor class bonus of +10. She keeps a wand of lightning with 50 charges and two potions of cure serious wounds. Her typically memorized spells are 0th—Arcane mark, Detect Magic, Detect Poison, Message, Prestidigitation. 1st—Change Self, Magic Missile, Charm Person, Sleep. 2nd—Invisibility, Mirror Image, Ray of Enfeeblement, Web. 3rd—Dispel Magic, Haste, Suggestion.)*

DARK ELF WARRIORS (100): *(They are chaotic evil dark elf 2nd level fighters whose vital statistics are HD 2d10, HP 13, AC 16. Their primary attributes are strength and Wisdom. Their special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance 3. They attack with a long sword for 1d8+2 points damage, or a light crossbow and venom bolts for 1d6 points of damage and a Save vs. Poison, Challenge Level 3 or fall asleep for 1d6 rounds. They wear chain hauberk and carry a small steel shield.)*

DARK ELF WARLOCKS(20): *(They are chaotic evil dark elf 1st level fighter, 3rd level wizards whose vital statistics are HD 1d10+3d4, HP 13, AC 15. Their primary attributes are strength and Intelligence. Their special abilities are dancing lights, faerie fire, darkness, detect magic, know alignment and levitate 1/day, darkvision 120 ft. and spell resistance. They attack with a longsword for 1d8+2 points damage, or a light crossbow and venom bolts for 1d6 points of damage and a Save vs. Poison, Challenge Level 3 or fall asleep for 1d6 rounds. They wear chain hauberk and carry a small steel shield. Their typically memorized spells are 0th—Arcane Mark, Detect Magic, Ghost Sounds, Prestidigitation, 1st—Burning Hands, Magic Missile, Spider Climb, Sleep. 2nd—Mirror Image, Web.)*

7. Tower of Lluvandro the Black

Located in the northern section of the city, the tower stands not far from the Mouth of Chompotl, Demon of the Deep along the banks of the Eibon River, where the oily black waters thread their way through the cavernous expanse of Ulgakur. A fortress like structure girds the base of the tower, a grim necropolis from which squadrons of undead usher forth their cold fingered doom during times of strife and riot. It is said that Lluvandro is seldom within his dreaded tower, as the lich unfamiliar term now seeks mysteries amongst the varied planes of existence with which to heighten his already prodigious powers. Lluvandro's tower stands as the dark antithesis of the Tower of Nesturon on the surface world. Like the tower of Nesturon, it is believed that this tower is comprised at least in some part of foundation stones from the Tower of the Magi.

The tower itself glows a sickly scintillating purple and is protected against most forms of unwanted intrusion, be they physical or magical. The fortress and curtain wall are home to three hundred starving ghouls commanded by vampire lord Y'bras the Drinker.

LLUVANDRO THE BLACK: *(This lawful evil unique undead creature's vital statistics are HD 18d8, HP 108, AC 31, He wears +3 bracers of armor, a black robe of the archmagi (+5 AC, +4 to all Saves, +2 Enhancement to overcome spell resistance, Spell Resistance 9), and a +3 ring of protection. He attacks with his Ebon Staff of Death or a claw for 1d6 points damage and a paralyzing touch (CL 18 Save). He keeps a wand of lightning bolt, and a wand of fireballs at all times, each with 50 charges. He keeps 2d4 scrolls of 1d4 cleric or wizard spells of up to 9th level.*

His typically memorized spells are: *Wizard 0th—Arcane mark, Dancing Lights, Detect Magic, Detect Poison, Mending, Message, Prestidigitation. 1st—Burning Hands, Magic Missile, Protection From Good, Read Magic, Shield, Shocking Grasp, Sleep. 2nd—Acid Arrow, Darkness, Enhance Attribute, Knock, Mirror Image, Ray of Enfeeblement. 3rd—Blink, Clairaudience/Clairvoyance, Dispel Magic, Fireball, Fly, Suggestion. 4th—Charm Monster, Confusion, Polymorph, Locate Creature, Scrying. 5th—Animate Dead, Cone of Cold, Hold Person, Magic Jar. 6th—Chain Lightning, Disintegrate, Geas, Transmute Flesh and Stone. 7th—Finger of Death, Summon Greater Monster. Teleport Without Error. 8th—Polymorph Any Object, Trap the Soul. 9th—Imprisonment, Time Stop*

Cleric Spells: *0th—Detect Good, Detect Magic x5. 1st—Bless, Command, Cause Light Wounds, Cause Fear, Shield of Faith, Sound Burst. 2nd—Aid, Darkness, Desecrate, Hold Person, Spiritual Weapon. 3rd—Animate Dead, Cause Serious Wounds, Dispel Magic, Curse. 4th—Dismissal, Freedom of Movement, Unhallow. 5th—Cause Critical Wounds, Flame Strike, True Seeing. 6th—Blade Barrier, Harm.)*

Lluvandro is worth 14410 XP.

EBON STAFF OF DEATH

GP 41,000

EXP 6,800

This ebon staff is five feet long and tipped with a platinum skull, its eyes embedded with glittering black diamonds. The shaft of the staff is inscribed with runes detailing its dark purpose. In the hands of a necromancer or cleric it crackles with unholy energy, unleashing its full eldritch powers. The staff acts as a +1 weapon and deals 1d6+1 points of damage when used as a weapon.

Harm: (1 Charge) Target touched with the staff is drained of all but 4 hit points unless a successful charisma save is made vs. Challenge Level 7.

Death: (5 Charges) Target touched with the staff must make a charisma save vs. Challenge Level 7 or be struck dead! Creatures immune to death attacks are likewise immune to the effects of this staff.

Y'BRAS THE DRINKER: *(He is a Chaotic Evil Grave Knight Vampire whose vital statistics are HD 12d12, HP 96, AC 31. His Primary Attributes are Mental and Physical. He attacks with a Slam for 1d8, a Bite for 1d4, or with his +3 two handed sword Dealing 2d6+6 points of damage. He wears +2 full plate armor. Y'bras has all of the special abilities of a vampire and all of the skills of a 10th level knight. He may drain 40 points of blood before he is sated.)*

GHOULS (300): *(These chaotic evil undead creatures vital statistics are HD 2d8, HP 9, AC 14. They attack with two claws for 1d3 points damage and a bite for 1d6 points damage. They have the special ability of paralysis and darkvision.)*

8. Palace of Zataricon

This large palace within its militaristic walls is the fortress of Zataricon, current General of the Nightmare Legion, a mercenary force known for its bloody ruthlessness. A fallen paladin, Zataricon is a man of excesses seldom imagined. The stylized image of Prince Yorgovea the Arch Fiend in his guise as the Crimson General figures heavily into the palace statuary and décor.

Zataricon and most of his knights are comprised of Meshkuri, descendants of the Umeshti who once dwelt in this part of the world. When the gods failed them they turned to Prince Yorgovea to guide them. The Crimson General taught them knowledge of science, sorcery, and the use of drugs to numb the pain of battle. Other members of the Nightmare Legion are made up of fallen dark elf outcasts and villains of the surface world who have somehow fallen in with the legion and proven their mettle to the legions heartless ruler.

There are one hundred knights in the Nightmare Legion. The knights ride giant bats in combat. The nights summon their bats from the ceiling of Ulgakur with a special whistle carved from the skull of a gargoyle.

Zataricon is allied with Ralgin and Cadmus Orlaot. He despises orcs, goblins, and especially hates Nembrol and his Dark Dwarves. Zataricon is neutral in his interest in the affairs of Lord Pitch and his dark elves, finding him untrustworthy but occasionally useful. As a venerate of Yorgovea his other predilections preclude his becoming victim of Mistress Sinn's charms, unless she were to polymorph herself into a more appropriate form for his particular desires.

ZATARICON: *(He is a lawful evil Meshkuri 11th level knight whose vital statistics are HD 10d10+14, HP 84, AC 24. His primary attributes are strength and Charisma. His significant attributes are strength 17 and constitution 15. He carries a +3 Sword of Wounding and wears +3 full plate armor and an amulet of shielding and a ring of counterspells (Fireball). He bears a +2 medium steel shield. Zataricon always has 3 vials of Meshkuri painkiller, and a potion of feather fall.)*

NIGHTMARE LEGION KNIGHT (100): *(They are lawful evil Meshkuri 2nd level Knights whose vital statistics are HD 2d10, HP 14, AC 17. Their primary statistics are strength and Charisma. They carry a heavy lance and long sword and wear full plate, bearing a large steel shield. They keep 2d20 gp worth of gems, jewels and coin.)*

NIGHTMARE LEGION BATS (100): *(These large neutral magical beasts' vital statistics are HD 5d8, HP 48, AC 16. They attack with two claws for 1d6 points of damage and a bite for 2d6 points of damage. Their special abilities are Dive, Blood Drain, Sonar, Scent, Track, and Terrifying Shriek.)*

TOWER OF RALGIN

This wizard's tower is home to Ralgin, a conjurer and summoner of demons and devils. Ralgin is an outcast from the Tower of Nesturon, who found his way to the heart of the Darkness. Ralgin like other powerful forces within Ulgakur resides within the city due to its "free" status which allows him to pursue his dark arts with impunity. Ralgin has unlocked secrets from the Vault of the Black Libram, and studied the dark arts under the tutelage of Lluvandro.

Of most wizards in the Undercity, Ralgin could most be considered a "wizard for hire'. He may be convinced to produce potions, or magical items within his power, if the price is right. Those unwilling or unable to pay Ralgin's fees are — as often as not — offered up as sacrifice to Ralgin's patron demons.

RALGIN: *(He is a lawful evil human 14th level wizard whose vital statistics are HD 10d4+14, HP 34, AC 16. His primary statistics are Intelligence, Dexterity, and Charisma. His significant attributes are intelligence 17, and dexterity of 14. He wears a +2 ring of protection and +4 bracers of armor. He carries a +2 dagger, and a staff of conjuration. His typically memorized spells are 0th—Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Mending, Message. 1st—Burning Hands, Charm Person, Identify, Magic Missile, Protection From Evil, Unseen Servant. 2nd—Acid Arrow, Detect Thoughts, Mirror Image, Protection from Arrows, Ray of Enfeeblement, Web. 3rd—Dispel Magic, Haste, Lightning Bolt, Magic Circle Against Evil. Summon Lesser Monsters 4th—Charm Monster, Confusion, Dimension Door, Resilient Sphere. 5th—Hold Monster, Summon Monster x2. 6th—Chain Lightning, Geas unfamiliar word, Mass Suggestion. 7th—Summon Greater Monster x2.)*

UGULLIOS THE NAULITH: *(This chaotic evil demon's vital statistics are HD 10d8, HP 60, AC 19. It attacks with two claws for 1d8 points damage and a bite for 2d6. Its demonic traits are: ½ damage from Fire, Cold, and Electricity. Spell Resistance 9, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. It's demonic at will abilities are alter size, detect magic, know alignment, message, see invisibility and clairaudience/clairvoyance. It's Spell Like Abilities are cast as a 10th level illusionist. They include at will abilities of Change Self, Color Spray, Darkness, Silent Image, and Invisibility. 4/day: Mirror Image, Minor Image. 2/Day: Scare, Suggestion. 1/Day: Mirage Arcana, Shadow Conjuration, Phantasmal Killer.)*

9. Travelers Spire

This large natural pillar has been carved into two dozen small apartments. Called the travelers spire for its tendency to rent to folk foreign to Ulgakur, the spire is managed by Sasson Keop, an exceptionally greedy ogre mage, and nephew of the Three. Sasson employs several fallen brownies as cleaning and maintenance crews.

Rent in the Travelers spire is 15 gp per person per day, or 70 gp per week. Many would consider the rates exorbitantly high but must consider that Sasson guarantees the safety of his lodgers. Various protections against undead, outsiders, and scrying line the interior and exterior walls of the spire, giving it a mad arabesque appearance.

The rooms within the spire are spacious, and have a fresh water bath and feather beds. The walls and floors are adorned with expensive Jironian styled wall hangings and rugs woven from the silk of the giant spiders of the Darkness.

Sasson Keop defends any patron, less they be enemies of his uncles. In the event that the PCs are wanted by any of the Three, he immediately sells them out. Otherwise he defends paying customers against all save a direct order of eviction given by the Hegemony.

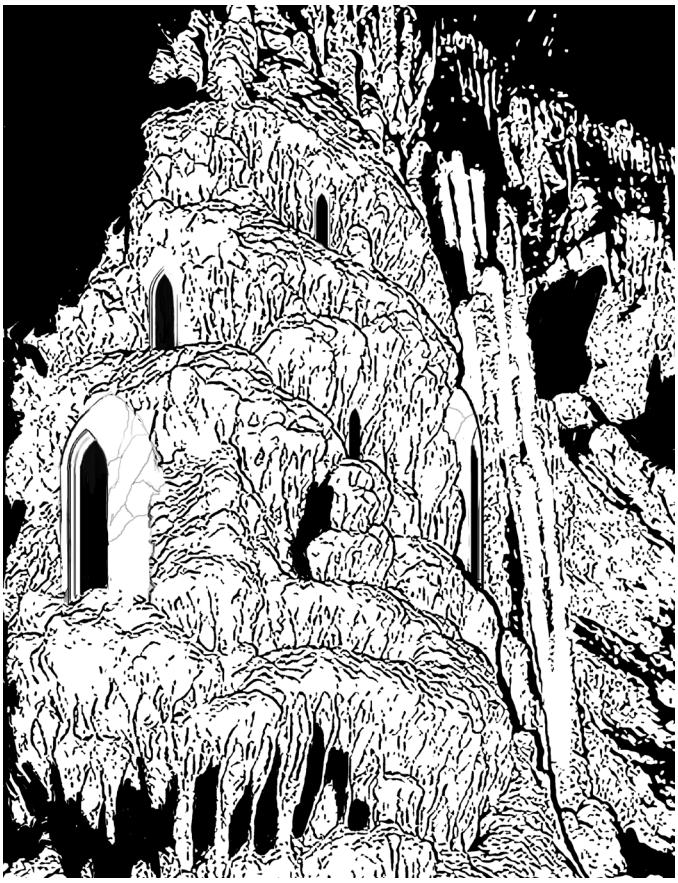
SASSON KEOP: *(This lawful evil ogre mage's vital statistics are HD 7d8+7, HP 42, AC 18. His saves are Mental and Physical. Sasson attacks with a huge scimitar for 2d6+4 points of damage. His special abilities are darkvision, twilight vision, and regeneration 2. His spell like abilities are: Fly 12 turns/day, invisibility, darkness, polymorph self, charm person, 1/day, sleep 1/day, gaseous form 1/day. 8d8 cone of cold 1/day.)*

FALLEN BROWNIES (12): *(These small chaotic evil fey creatures vital statistics are HD 4d8, HP 20, AC 20. Their primary attributes are Mental and Physical. They attack with a dagger for 1d4 points damage. Their special abilities are 4th level rogue skills, fey attributes (Iron Vulnerability (1d6 additional damage from pure iron), Darkvision 60 ft. Twilight Vision 120 ft. Spell Resistance 8 vs. enchantment and charm spells. Their spell like abilities are at will—mend, light, darkness. 3/day—Invisibility, Scare, Change Self, Alter Size.)*

10. Opaline Estates

Another massive pillar is home to the Opaline estates. This is the headquarters of the Opaline Concorde, an oppressive assassins' guild. Most of the members worship Shambere, though others are known to also pay homage to a variety of devils that trade luck and information for portions of the immortal soul.

The guild is currently led by "Koo" Covellias. Koo holds a full seat in the Hegemony's council. Koo claims to be a direct descendant of Rusir Covellias, assassin in the company of Lluvandro, back when that fell Lich still walked the world as a living being. Centuries of dwelling in the Darkness and intermixing with other races have resulted in Koo being born a Meshkuri.



As assassins and secret keepers, the Opaline Concorde is charged with keeping the location and aims of the Undercity of Ulgakur secret from those who dwell upon the surface world. In this capacity, agents of the Opaline are known to spy on the surface, keeping an ear out for any activities that threaten the existence of Ulgakur. Any surface dweller uttering the name Ulgakur is thus marked for death and dealt with at the earliest convenience by Opaline agents.

Assassins seeking admittance into the guild are generally put through a series of tests, involving their skills at stealth, disguise, and information gathering, with culminating activities including the assassination of a difficult target. Typically these targets are knights or merchants of the surface world, but have been known to include those whom the Hegemony suspects of treachery within their own ranks. The final act of acceptance is to survive an attack by other members of the Opaline Concorde. Should the applicant succeed in all endeavors, they are called before Koo and granted the midnight blue robe and mask of their new guild.

KOO COVELLIAS: *(He is a lawful evil meshkuri 2nd level fighter, 12th level assassin whose vital statistics are HD 2d10+2+10d6+14, HP 58, AC 20. His primary attributes are strength and Dexterity. His significant attributes are strength 15, dexterity 18, and intelligence 13. He wields a +2 long sword of puncturing, and a dagger of venom. He wears +3 leather armor, a ring of protection +2, and a ring of mind shielding. Koo keeps 15,000 gp worth of loot in a bag of holding, 3 potions of cure serious wounds and 3 doses each of venoms type I-VI.)*

OPALINE AGENT (50): *(They are lawful evil humanoid 3rd level assassins whose vital statistics are HD 3d6, HP 10, AC 15. Their primary attributes are dexterity and intelligence. They wield a scimitar for 1d6 points of damage and a crossbow with 20 bolts for 1d6 points of damage and a blowgun with 10 darts dealing 1 point of damage. They wear studded leather armor. They are typically equipped with a potion of cure light wounds, a potion of delay poison and 2 doses each of venom type I-II.)*

OPALINE OVERSEER (10): *(They are lawful evil humanoid 5th level assassins whose vital statistics are HD 5d6+5, HP, AC 16. Their primary attributes are dexterity and intelligence. They wield a +1 scimitar and +1 crossbow with 20 bolts, and a blowgun with 10 darts. They wear +1 studded leather armor and typically have 3 doses each of venom types I-III and two potions of cure light wounds.)*

11. Goblin Market

This sprawling market to the east of Gathaak's Grin offers standard gear and materials manufactured by slave labor within the city or plundered by raiding parties. Most of the material sold here is slightly or heavily used and of a somewhat shoddy nature which doesn't seem to bother the majority of the population one bit. It should be noted that young, foolish explorers of the Darkness often have very good gear that is barely used by the time that their bodies have been looted.

TYPICAL GOBLIN MARKET ENCOUNTERS

1.	Food Vendor
2.	Drug Peddler
3.	Drug Addict
4.	Potion Seller
5.	Pimp
6.	Soot Goblin Gang
7.	Pickpocket
8.	Bugbear Gang
9.	Wizard
10.	Cleric
11.	Assassin
12.	Zvarguth patrol
13.	Vampire
14.	Conjurer
15.	Unseen Servant
16.	Mercenary
17.	Rock Goblin Gang
18.	Orc Gang
19.	Purple Worm
20.	Dragon

FOOD VENDOR: A goblin, orc, or other humanoid hawking rat on stick, roasted spider, or some other "delicacy" of the darkness.

DRUG PEDDLER: An underworld humanoid selling Shandimar's Ash, or Death's Head Extract, or Lich Dust. The peddler is guarded by a gang of 2d8 orcs.

DRUG ADDICT: An underworld humanoid under the influence of Shandimar's Ash or Death's Head Extract.

POTION SELLER: 50% of potions are fake, though detect as magic due to arcane mark. No potion sold by a potion seller is valued at more than 400 gold pieces. Potion sellers are guarded by a half-hill giant bodyguard.

PIMP: The pimp sells the pleasures of the flesh to would be customers. Most of the pleasure slaves have been taken from the surface world, or are humanoids from tribes of the darkness not allied to Ulgakur. Prices and details are best left to the Castle Keeper, or ignored completely if such activities are not part of your campaign. An experience point reward of 1000 xp is granted per freed slave that survives all the way to the surface realm.

SOOT GOBLIN GANG: 2d12 soot goblins, looking to cause problems, ask for protection money to avoid "issues" in their neighborhood. The entire gang can actually be hired out for about two gold pieces each per day, serving as a personal army. Their rate doubles for each gang member that is killed in service to their new masters! If more than half of the gang is killed at any given time the rest mutiny and flee the scene.

PICKPOCKET: *(This neutral evil humanoid's vital statistics are HD 6d6, HP 18, AC 16. Its primary attributes are dexterity and Intelligence. It wears studded leather armor and wields a +1 scimitar for 1d6+2 points damage. The pickpocket carries expert thieves tools and has 3d20 gps worth of lifted loot.*

BUGBEAR GANG: *2d6 bugbears looking to hassle strangers to the city, haul them into a back alley and mug or murder them. Like the soot goblin gang, they can probably be bribed or hired as a bodyguard of sorts.*

WIZARD: *(This neutral evil humanoid 6th level wizard's vital statistics are HD 6d4, HP 17, AC 12. Its primary attributes are intelligence and Strength. It carries a dagger and staff as well as a potion of fly and a potion of invisibility. It's typically memorized spells are 0th—Dancing Lights, Detect Magic, Endure Elements, Ghost Sound, Message. 1st—Alter Size, Burning Hands, Magic Missile, Sleep. 2nd—Detect Thoughts, Invisibility, Mirror Image, Protection from Arrows. 3rd—Hold Person, Lightning Bolt.)*

ASSASSIN:*(They are lawful evil humanoid 3rd level assassins whose vital statistics are HD 3d6, HP 10, AC 15. Their primary attributes are dexterity and intelligence. They wield a scimitar for 1d6 points of damage and a crossbow with 20 bolts for 1d6 points of damage and a blowgun with 10 darts dealing 1 point of damage. They wear studded leather armor. They are typically equipped with a potion of cure light wounds, a potion of delay poison and 2 doses each of venom type I-II.)*

CONJURER: *(These chaotic evil meshkuri 2nd level conjurers whose vital statistics are HD 2d6+2, HP 8, AC 15. Their primary attributes are wisdom and Charisma. They wear a chain shirt and carry a trident dealing 1d8+1 points of damage. 0th—4/day: Detect Magic, Endure Elements, Detect Poison, Message.1st—4/day: Command, Sound Burst, Magic Missile, Sleep)*

ZVARGUTH PATROL: *See Nembrol's Dungeon for Details.*

VAMPIRE: *See M&T*

UNSEEN SERVANT: *A wizard's servant goes about shopping tasks for its master. The servant accidentally bumps into ogres the PCs are passing giving the ogres an excuse to start a fight.*

MERCENARY: *(This Chaotic Neutral Humanoid 6th level barbarian's vital statistics are HD 6d12+12, HP 47, AC 14. It's primary attributes are constitution and Strength. It wears a mail shirt and carries a two handed sword. He carries 3d10 gp and 2 potions of cure light wounds.)*

ROCK GOBLIN GANG: *As with soot goblin gang.*

ORC GANG: *3d6 drunken orcs on a carouse and looking for a fight.*

PURPLE WORM: *(This large neutral magical beast's vital statistics are HD 15d10, HP 105, AC 19. Its primary attributes are physical. It attacks with a bite for 2d12 points damage and a sting for 2d4 plus poison. Its special abilities are burrow, swallow whole and poison dealing an additional 2-24 points damage unless a save vs. poison CL 15 is made.)*

Purple worms, though rare, occasionally burst their way into the Undercity, looking for a quick snack of goblin meat before diving back into the stone from which they crawled.

DRAGON: A dragon (as determined by the Castle Keeper) decides to pay a visit to the Undercity of Ulgakur, via the Eibon River, in search of tribute from the Hegemony.

12. Flesh and Bones

Flesh and bones is run by Saba Zung a necromancer and one time instructor of Malash. Corpses may be brought in or they may be purchased on site. The majority are generated from orc and goblin stock, as they are the most prevalent population found within the Undercity. Skeletons and zombies are sold for their experience point value in gold pieces.

Saba has several plague zombies packed in oil that are not for sale. Saba saves these for the Apocalypse of Nartarus.

SABA ZUNG: *(He is a neutral evil meshkuri 12th level wizard whose vital statistics are HD 10d4+10, HP 30, AC 14. His primary attributes are intelligence and Constitution. His significant attributes are intelligence 17, constitution 15. His necromancer powers are Taint of Death -7 charisma reaction with living beings, Command Undead as 12th level cleric, Blessed of Nartarus +3 saves vs. undead powers, Flesh of the Undead +2 natural armor class. He carries a wand of ray of enfeeblement with 50 charges, and wears +2 bracers of armor, a ring of sustenance, and a robe of useful items. His typically memorized spells are 0th—Arcane Mark, Detect Magic, Detect Poison, Mending, Message, Prestidigitation. 1st—Flesh of Nartarus*, Swarm of Skulls*, Charm Person, Magic Missile, Protection from Good, Shield. 2nd—Salt of Sorrows*, Ebon bands of Binding*, Invisibility, Mirror Image, Protection from Arrows. 3rd—Lurking Doom*, Vampiric Touch, Haste, Lightning Bolt. 4th—Thirst for Blood*, Shadow Hand*, Minor Globe of Invulnerability. 5th—Rise as the Dead*, Dissolve Flesh*. 6th—Ghostly Grip*, Chain Lightning.)*

**Denotes Spells from the Black Libram of Nartarus™ By Casey W. Christofferson et al.*

AUTHORS NOTE: THE BLACK LIBRAM OF NARTARUS

This foul book makes repeated mention within this product, as pieces of the wicked artifact may be found within the city and in the Darkness. Equally, spells and powers are mentioned here with as much detail as can be afforded for those who do not have the book. For those who do not possess this tome or are not interested in its dark gnosis, feel free to substitute spells and abilities where appropriate. For those who do not have the product but are interested in it, please contact Troll Lord Games and get your copy immediately!

ZOMBIES (40): *(These neutral evil creatures vital statistics are HD 2d8, HP 9, AC 12. They attack with a slam for 1d8 points of damage.)*

ZOMBIE HULKS (10): *(These neutral evil creatures vital statistics are HD 4d8, HP 18, AC 14. They attack with two slams for 1d10 points of damage, and take half damage from physical attacks.)*

13. Gathaak's Grin

An infamous fighting arena where slaves of the Hegemony fight to the death for the amusement of the Undercity's jaded populace. Lord Blacksoul finds entertainment in participating in the games with Mistress Sinn and cohorts of their clan. Their particular predilection is in games of living chess, where the rules are slanted in their favor.

The grin is built like a sunken amphitheater on the inside, though its outside is carved in the likeness of a cyclopean orc head, grinning with madness. The auditorium seats two thousand with action frequently so close that one could reach out and touch the competitors. The arena floor itself is hard packed blood soaked sand two feet deep. It is unknown how many bone and tooth fragments or pieces of shattered weapons lay under its gritty surface.

The Grin is managed by Magunnmush Baddun, a heavily scarred bugbear champion with a mind for business as sharp as his battleaxe. Magunmush's bugbears frequently go out into the darkness hunting new beasts that are brought to the grin, then raised to do battle with would be champions and warrior slaves.

Magunnmush's greatest enemy is Snaalrak, who escaped him with half of the bugbear tribe some time ago. Magunnmush would pay 500 gp for Snaalrak's head as proof of his death.

MAGGUNNMUSH BADDUN: *(He is a chaotic evil bugbear 8th level fighter whose vital statistics are HD 8d10+3d8+11, HP 82, AC 21. His primary attributes are strength and Dexterity. His significant attributes are strength 18, intelligence 13, and dexterity 16. He carries a +2 two handed axe dealing 1d12+7 points of damage and wears +1 full plate armor and boots of striding and springing. He keeps two potions of cure serious wounds.)*

MAGGUNMUSH'S HUNTERS: *(They are chaotic evil bugbear 2nd level rangers whose vital statistics are HD 2d10+3d8+5, HP 29, AC 17. Their primary attributes are strength and Wisdom. They fight with a composite longbow with 20 arrows dealing 1d8 points damage and bastard sword dealing 1d10+3 points damage due to strength. Their ranger bonuses apply to PC races (human, elf, half elf, dwarf, halfling, and gnome.)*

Arena combatants should be based on the level and difficulty appropriate to the Castle Keeper's campaign.

Payout for winning a match is equal to the treasure type of the creature or opponent battled in gold coin. If characters fight as prisoners they earn no treasure and gain only experience points.

14. Temple of Nartarus

This temple serves as headquarters of the Cult of Night in the Undercity. In truth the temple is little more than a mortuary and dormitory for the intelligent dead and necromancers of the Cult of Night that seek entry into the Sanctum of the Black Book in hopes of perusing its fabled pages.

The temple is overseen by Gilleth Colbiarn. Gilleth makes frequent pilgrimages through the Deaths Gate to commune with his God via the portals in Zulman Gul. Gilleth is subservient to the will of Lluvandro when the lich is actually in the city, as all worshippers of Nartarus are subservient to the most powerful of the undead. As gift for his allegiance, Gilleth is given a squad of wights whose sergeant is Lucarne, a Wight knight.

GILLETH COLBIARN: *(He is a neutral evil Half-elf 11th level cleric whose vital statistics are HD 10d8+13, HP 63, AC 22. His primary attributes are Wisdom, and Charisma. His significant attributes are wisdom 17, constitution 15. He carries a +3 mace of disruption, and a +1 scythe. He wears +2 full plate armor. Gilleth keeps two potions of cure serious wounds. His necromancer powers are Taint of Death 5 charisma reaction with living beings, Blessed of Nartarus +2 saves vs. undead powers, Flesh of the Undead +2 natural armor class. His typically memorized spells are 0th—Detect Good, Detect Magic, Detect Poison, First Aid x3. 1st—Swarm of Skulls*,Bless, Command, Cure Light Wounds, Cause Light Wound, Shield of Faith, Sound Burst. 2nd—Salt of Sorrow*, Claws of The Grave*, Desecrate, Hold Person, Silence. 3rd—Animate Dead, Dark Gnossis*, Cause Serious Wounds, Create Serious Wounds, Blindness. 4th—Unhallow, Shadow Hand*, Bouncing Ice blast*. 5th—Dissolve Flesh, Cause Critical Wounds. 6th. Create Undead.)*

WIGHTS: *(These lawful evil undead creatures vital statistics are HD 4d12, HP 28, AC 15. They attack with a slam for 1d6 points of damage. Victims struck by a wight must make a constitution save (Challenge Level 4) or lose one hit dice or experience level.)*

LUCARNE THE WIGHT KNIGHT: *(This lawful evil undead creature's vital statistics are HD 8d12, HP 72, AC 22. His primary attributes are physical and mental. He has all of the special abilities of an 8th level knight. He attacks with a slam for 1d6 points of damage or a +2 long sword for 1d8+4 points damage. Victims struck by Lucarne's slam attack must make a constitution save (Challenge Level 8) or lose one hit dice or experience level. Lucarne also wears ornate archaic +1 splint armor worth twice its normal value as it is encrusted with gems and jewels (2400 gp).)*

15. Plaza of Kharzarn

This is the center of slave trade within the Undercity of Ulgakur. Here prisoners and slaves born into bondage in the goblin pits are traded in a lucrative business of which the Hegemony collects a hefty percentage from. Many of the slaves are comprised of surface dwellers such as villagers and Umashtan tribesmen who have been kidnapped in their sleep by orc and goblin raiding parties.

SLAVE DRIVERS: *(They are lawful evil humanoid 2nd level fighter 3rd level cleric whose vital statistics are HD 2d10+3d8, HP 26, AC 16. Their primary statistics are strength and Wisdom. They bear long swords for 1d8+2 points damage and scourges for 1d6 points of damage. They wear banded mail and have 3d20 gp in jewels and coin and a length of manacled chains to tend 4 prisoners. Their typically memorized spells are 0th—detect good, detect magic, detect poison. 1st—Command, Shield of Faith, Sound Burst. 2nd—Hold Person, Spiritual Weapon.)*

SLAVES: *(They are neutral humanoids whose vital statistics are HD 1d4, HP 2, AC 10.Their primary attributes are physical. They are non-combatant unless armed and armored.)*

THE SLAVE TRADE

Slaves are sold for the average of their Primary Statistics in Gold Pieces. Thus a goblin with a Strength, Dexterity, and constitution of 10 would sell for 10gp. A human with Primes in strength (18), dexterity (15) and wisdom (12) would sell for 15 gp. This value is a pure minimum. Slaves who have other specialized abilities, such as class levels or ties to nobility that could be exploited for ransom or sacrificial purposes would of course increase in price exponentially.

The temple which stands to the east of the plaza is a testament to pain and suffering. The very structure itself is built in the shape of a bound and tortured humanoid, a victim of Kharzarn's cruelty magnified to obscene proportions. Kharzarni priests, many of who are dark dwarves maintain daily sacrifices that keep the zombie and skeleton trade in full swing by offering a beneficial reciprocity to the worshippers of Nartarus. It is said that Nartarus craves your flesh and bones, but Kharzarn seeks to torment your soul.

The High Priest of Kharzarn is Prince Blackwell Kursh. Prince Blackwell is a dark dwarf and full member of the Hegemony. Blackwell was with Lluvandro when they seized the city. He later brought his clan up from the depths to serve as police force. He is the uncle of Lord Nembrol, commander of the Zvarguth constables.

PRINCE BLACKWELL KURSH: *(He is a lawful evil male dark dwarf 14th level Cleric of Kharzarn whose vital statistics are HD 10d8+10, HP 50, AC 22. His primary attributes are wisdom and Strength. His significant attributes are strength 17, wisdom 17, and constitution 15. He carries a +2 cold iron sickle sword of wounding dealing 1d10+4 points of*

damage. He wears flaming plate armor, a brooch of shielding, and a +1 medium steel shield. He carries an unholy symbol of Kharzarn, 4 bottles of unholy water, 2 potions of cure serious wounds, and a wand of cause serious wounds. His typically memorized spells are 0th—Detect Good, Detect Magic, Detect Poison, First Aidx2. Putrefy Food and Drink. 1st—Bless, Command x2, Cure Light Wounds, Cause Light Wounds, Protection from Good, Sound Burst. 2nd—Aid, Hold Person x2, Silence x2, Spiritual Weapon x2. 3rd—Cure Serious Wounds, Cause Serious Wounds, Dispel Magic, Prayer, Blindness, Cause Disease. 4th—Air Walk, Freedom of Movement, Harming Circle, Life Drain. 5th—Cure Critical Wounds, Cause Critical Wounds, Flame Strike, Plane Shift. 6th—Blade Barrier, Geas, Word of Recall. 7th—Unholy Word, Regenerate, Repulsion. 8th—Firestorm, Summon Planar Ally.)

16. Hall of the Grey Guard

The Hall of the Grey Guard is headquarters and barracks of the Zvarguth who dwell within Ulgakur. The dark dwarves serve as an immovable faction, placing themselves between other rival groups in the Undercity at the discretion of the Hegemony. There are two hundred dark dwarves in the company headed by two captains, and ten sergeants. These shock troops in turn answer to Lord Nembrol, Nephew of Blackwell Kursh, and high priest of Kharzarn.

Goblins and orcs alike within the city avoid troubles with the Grey Guard, knowing that Lluvandro's favor extends always to Blackwell Kursh, and through him to his nephew Nembrol. Many are the instances when a newly anointed orc chieftain has brought about the ruin of his tribe at the hands of Nembrol's hard armored force. Trolls are equally discouraged from involving themselves in altercations with the dwarves as their dark sergeants are known to carry acids and alchemical flame in their gear.

Nembrol, as de-facto police chief is known to join patrols with his captains or sergeants, especially when looking for outlaws and criminals such as spies from the surface world, or missionaries seeking to bring the grace of the lords of good into their enclave of evil. Nembrol hates Zataricon, who tends to be insulting to the dark dwarf for some unknown and likely racist reason.

NEMBROL: *(He is a lawful evil male Zvarguth 10th level fighter whose vital statistics are HD 10d10+20, HP 80, AC 20. His Primary Attributes are strength and Wisdom. His significant attributes are strength 16(22), constitution 16. He wears +2 full plate armor, and a Belt of strength (22) giving him an additional +5 to hit and damage, and an amulet of shielding. He wields a +2 heavy flail (1d10+9). He keeps a small bag of holding with 2000 gp worth of gems, jewels, and precious jewelry, two potions of cure serious wounds, and a potion of invisibility.)*

GREY CLAN PATROL OFFICER (180): *(They are lawful evil Zvarguth 1st level fighters whose vital statistics are HD 1d10+1, HP 7, AC 17. Their primary attributes are strength and Wisdom. They wear banded mail and carry a large steel shield. They wield a flail dealing 1d8+3 points of damage and a heavy crossbow with 20 bolts dealing 1d10 points of damage. They typically carry 1d10 gp in coin and valuables. They are trained in battle formations as detailed in DB 5: The Conquered East)*



GREY CLAN SERGEANTS (20): *(They are lawful evil zvarguth 3rd level fighters whose vital statistics are HD 3d10+3, HP 21, AC 18. Their primary attributes are strength and Wisdom. They wear plate mail armor and carry a large steel shield. They wield a flail dealing 1d8+3 damage and a heavy crossbow and 20 bolts dealing 1d10 points damage. They carry 3d10 gp in coin and a potion of cure light wounds. They are trained in battle formations as detailed in DB 5: The Conquered East.*

GREY CLAN CAPTAINS (2): *(They are lawful evil zvarguth 5th level fighters whose vital statistics are HD 5d10+5, HP40, AC 18. Their primary attributes are strength and Wisdom. They wear plate mail armor and carry a large steel shield. They wield a flail dealing 1d8+3 points of damage and a heavy crossbow with 20 bolts dealing 1d10 points of damage. They carry 5d10 gp in coin and gems and 2 potions of cure serious wounds.)*

NEMBROL'S DUNGEON

Those arrested in the Undercity for petty crimes are tossed into Nembrol's Dungeon. This dungeon is basically a cluster of oubliettes behind the barracks. It is guarded by a dozen guards. Prisoners are not fed, nor looked after unless some other faction happens to come looking for someone that matches the description of the prisoner. Petty thieves have a hand hacked off and are released within 24 hours. Murderers (a rare charged crime in Ulgakur) are executed within 24 hours after a short trial. Nembrol acts as Judge, and is as often as not also the executioner.

The oubliette is twenty ft. deep and is a Challenge Level 10 to climb out of. There is a 1 in 10 chance that the oubliette is also

home to an ochre jelly. The hatch into the oubliette is an iron grating that is usually locked with a good quality lock requiring a successful pick locks check (CL 6) to open from the outside. They are a (CL 12) to open from the inside!

GUARDS: *20 patrol officers, and 1 sergeant as detailed above.*

OCHRE JELLY: *(This large neutral ooze's vital statistics are HD 6d10, HP 36, AC 14. It attacks with acid dealing 2d4 points of damage. Its special attack is constriction requiring a dexterity save (Challenge Level 6) or become engulfed. Engulfed victims take 4d4 points of acid damage and suffocate in 4 rounds +1 round per point of constitution bonus.)*

17. Temple of Malhater

This temple built near the ever present lava flow glows with a hellish red intensity. The temple is built in the likeness of a massive demonic face which is in turn crawled upon by six hundred and sixty six imps and lesser demons and devils. The imps and demons are shown in various stages of torturing and punishing sinful mortals all of whom crawl from the massive demonic skull. The entrance to the temple is through the massive stone maw. A long sinuous tongue serves as a ramp which leads into these unholy jaws and the wicked sanctum beyond. A monument to the might and ferocity of the most feared of all the Seven and Four, this is the sanctuary of the dreaded Demon Prince Malhater.

Paladins of less than tenth level attempting entry into this temple, suffer a loss of 1d4 temporary levels unless they make a charisma Save (CL 10). Additionally those who fail their save suffer an additional 4d6 points of physical damage per round until they are 30 ft. from the structure. Those who make their save are still affected by the powerful innate, mindless evil that Malhater represents. Successful saves still suffer a -2 to all saves, Siege checks, and attack rolls for the duration of their visit.

The temple is overseen by Cadmus Orlaot and his six acolytes. Cadmus is a full member of the Hegemony, due to the fear and respect all other members hold for Cadmus's patron, the Unfettered one.

If attacked within the temple, Cadmus has the power to summon 1d4 ragok temple guardians. These fiendish entities defend the temple unto their own utter destruction. There is a 1% chance that the Avatar of Malhater himself answers the call personally, though this would result in the destruction of Cadmus as punishment for the annoyance of his master.

CADMUS ORLAOT: *(This chaotic evil meshkuri 13th level conjurer* vital statistics are HD 10d6+19, HP 49, AC 18. His primary attributes are Wisdom, and Charisma. His significant attributes are wisdom 17, charisma 17. He wears +2 bronze breastplate and a ring of protection +2. He wields a +2 trident dealing 1d8+3 points of damage. Cadmus uses the following spells:*

0th—6/day: *Detect Magic, Detect Good, Ghost Sound, Mage Hand, Message, Prestidigitation.*

1st—7/day: *Alter Size, Burning Hands, Change Self, Command, Magic Missile, Protection from Good, Sound Burst.*

2nd—7/day: *Augury, Hold Person, Silence, Detect Thoughts, Protection From Arrows, Ray of Enfeeblement, Scare.*

3rd—4/day: *Dispel Magic, Fireball, Haste, Suggestion*

4th—3/day: *Freedom of Movement, Charm Monster, Bestow Curse*

5th—3/day: *Flame Strike, Ethereal Jaunt, Summon Monster*

6th—1/day: *Harm, Project Image*

ACOLYTES OF MALHATER: *(These chaotic evil meshkuri 2nd level conjurers whose vital statistics are HD 2d6+2, HP 8, AC 15. Their primary attributes are wisdom and Charisma. They wear a chain shirt and carry a trident dealing 1d8+1 points of damage.*

0th—4/day: *Detect Magic, Endure Elements, Detect Poison, Message*

1st—4/day: *Command, Sound Burst, Magic Missile, and Sleep*

RAGOK DEMONS: *(These large chaotic evil demons' vital statistics are HD 6d8, HP 24, AC 19. Their primary attributes are mental and physical. They attack with two claws for 1d8 points of damage and a bite for 2d6+2 points of damage, or a tail slap for 1d8 points of damage. Their special abilities include spell resistance 6, demon traits, pounce, and howl.)*

18. The Fungus Patch

Located along the northwestern walls of the great cavern which houses the Undercity these giant fungi offer a renewable food source. The fungus themselves are fed with putrid flesh which not even orcs would eat and a constant supply of feces and waste collected by slaves from throughout the city's streets and by-ways. Passers by must be wary of triggering spore bursts from the various varieties of fungi, as these can be lethal unless water and vinegar soaked cheesecloth masks are worn.

The patch is worked by larvullaem who carefully harvest the fungi to maintain a sufficient amount for the survival of the underworld population. Giant slugs are a frequent menace to the Fungus Patch, and are known to attack the patch with regularity. The slugs are hard to prepare for as they may drop from the cavern ceiling or ooze their way up from the Eibon River with no real way of keeping them out. The larvullaem keep satchels of salt with them in order to drive the creatures out.

Deep within the patch an intelligent fungus bulb has achieved awareness. Any beings, which come within 30 ft. of it, must make a wisdom save (CL 8) or be dominated by the bulb. Dominated beings bring the bulb greater "food" in the form of putrid corpses for the bulb to feed upon. Once ten more hit dice worth of corpses are fed to the bulb it metamorphoses into a Fungi Lord and begins bringing other fungi from the patch to awareness with its innate druid like abilities.

LARVULLAEM (2-24):*(These medium neutral aberrations' vital statistics are HD 3d8, HP 13, AC 14. Their primary attributes are physical. They attack with a spear for 1d8, a bite for 1d6, and a sting for 1d4+venom. Their special ability is venom requiring a Save vs. Poison (CL 3) or become paralyzed for 2d4 minutes. They typically have 5d10 gp worth of gems, jewels, coin, or other valuables.)*

FUNGI BULB: *(This large neutral plant's vital statistics are HD 8d8, HP 38, AC 14. Its primary attributes are physical and mental. It attacks with spores for 4d6 points damage (save for half) or with spell like abilities. Its special abilities are Mass Suggestion, and Psychic Attack. Found amongst the rotting corpses and detritus at its base are a ring of protection +2, a set of expert thieves tools, A +2 long sword, a +2 longbow, a +1 suit of chain-mail and 540 gp.)*

GIANT SLUGS (1-4): *(These large neutral beasts' vital statistics are HD 10d8, HP 42, AC 14. Their primary attributes are physical. They attack with a bite for 1d8 points damage +1d6 points acid damage. Their special attacks are acid spit for 3d6 points of damage, or a trample attack for 4d6 points of damage plus 1d6 points acid damage.)*

19. The Ogre Cave

The ogre cave is a tavern frequented by various neighborhood locals. Indeed there are ogres who visit the tavern, and not more than a few trolls as well. Most who come here sit around with their flagons of warm, sour, foul smelling ale and complain about nearly everything that they can think to complain about. The cave is owned by Jaddam, a ½ ogre wise-ass and general hater who immediately criticizes everything and everyone. Jaddam starts his diatribes with "…you know the messed up thing is…" if he starts his diatribes with "you know", then why are there ellipses prior to "you know"?

The only drinks served in the Ogre Cave are sour mash and bitter ale. Each cost 1 sp a glass, though the beer requires a successful constitution Save (CL 3) to keep from getting ulcers and a gut worm. The gut worm steals 1 permanent Hit Point per week until it is destroyed with a Remove Disease spell or paladin special ability.

Patrons not listening to Jaddam's gripes busy themselves playing liars dice and card games. Jaddam is obnoxious enough that not even kobolds will visit his establishment.

JADDAM *(This Neutral Evil Half-ogre's 4th level fighter's vital statistics are HD 1d8+2+4d10+8, HP 39. AC 17. His primary attributes are strength and Constitution. His significant attributes are strength 19, constitution 16. He carries a +2 two handed umeshti steel sword, and wears a +2 chain-shirt which was once warhorse barding. He keeps 1800 gps in a locked iron box in the back room and wears the key around his neck. There seems to be consistency issues with capitalization and using italics. I'm not sure how you want to correct this, but if you want me to revisit it and pick a consistency, let me know.*

TYPICAL PATRONS: Roll 1d6 three times on the following table.

1.	2d10 orcs
2.	1d4 Meshkuri mercenaries (fighter 1)
3.	1d6 ogres
4.	1d6 bugbears
5.	2d10 rock goblins
6.	2d10 common goblins

20. Troll Knuckles

Troll Knuckles is a low rent gaming hall not far from the Goblin Market. Typical games include rock, parchment, snippers, I'm thinking of a number, and guess what my finger smells like. Of course the real game of games is troll knuckles played with the owners Chavus and Sleege. Chavus and Sleege are a pair of good for nothings that inherited this run down shambles of a gaming hall from their older (deader) brother. The pair is known to lop off one of their own fingers and pin it with whatever numbers their liquor soaked minds can count to for that day and get on with their dice.

The hall is lit with iridescent fungus and no torches nor open flames are allowed anywhere within the place, except for the one candle that keeps Sleege's ill smelling stogies lit. Gamers have been known to pay any gambling debt to the duo in kegs of ale or bottles of sour mash.

Chavus was once captured and held in servitude by gnomish explorers and archaeologists who used his tremendous strength to clear debris that their little bodies could not manage. He happened to learn quite a bit during his time with them before he ate them all, though refuses to talk about his experiences except in the most general way.

CHAVUS AND SLEEGE: *(These chaotic evil large trolls vital statistics are HD 9d8, HP 45, 50, AC16. Their primary attributes are physical. They attack with claws 2 claws for 1d4 points damage each, or a bite for 2d6 points of damage. Their special abilities are rend for an additional 1d4+1 points of damage. They regenerate 2 points per round. They keep 2400 gps worth of coins and jewels in a locked strongbox. Sleege jealously guards the strongbox key, especially from Chavus.*

TYPICAL PATRONS: Roll 1d12 three times on the following table.

1.	2d10 orcs
2.	1d4 Meshkuri mercenaries (fighter 1)
3.	1d12 hobgoblins
4.	1d6 bugbears
5.	2d10 rock goblins
6.	2d10 common goblins
7.	2d10 soot goblins
8.	1d4 ogres
9.	1d4 trolls
10.	1d4 zvarguth fighters (fighter 1)
11.	2d12 Kobolds
12.	NPC (Castle Keeper's Choice)

BILL O'FAIRE

SOUR MASH: 5 sp/shot, 2 gp/cup: A mix of surface whiskey, hot peppers, cinnamon, cloves, gunpowder and water straight out of the Eibon River. Otherwise, perfectly healthy.

TROLL SWILL: 1sp/mug: A favored beer of ogres and trolls alike.

TROLL SWILL LITE: 2 sp/mug: By far the best selling beer of

the darkness, favored by females and those trying to "meet" that lucky lady.

KNUCKLE SANDWICH: 1 gp. A large sandwich made from the slow roasted paw of whoever last cheated the house at cards or dice and got caught. With its own salt and pepper rub and exotic sauce, the knuckle sandwich ain't half bad, as long as it isn't your own mitt you're gnawing on!

21. The Cloven Elf

As the name indicates this tavern features the two skeletal halves of an ancient elf nailed above either side of the entrance. A popular tavern amongst members of the Grey Guard, it is also frequented by pilgrims who come to seek the cities various temples of evil, and necromancers passing through the Undercity on their way to Zulman Gul. The Cloven Elf is run by Rubia Coalstoker, a rock goblin of some esteem in the neighborhood.

TYPICAL PATRONS: Roll 1d10 three times on the following table.

1.	2d10 orcs
2.	1d4 Meshkuri mercenaries (fighter 1)
3.	1d12 hobgoblins
4.	1d6 bugbears
5.	2d10 rock goblins
6.	2d10 common goblins
7.	2d10 soot goblins
8.	1d4 ogres
9.	1d4 trolls
10.	1d4 zvarguth fighters (fighter 1)
11.	2d12 kobolds
12.	Special*

Special indicates an NPC of the Castle Keeper's choice.

BILL O' FAIRE

Rock Hard Ale—2sp/mug

Gathaak's Grog—4sp, CL +1 constitution save per mug or hallucinate ala mirage arcana.

Black as Soot Stout—3sp/mug

Zvarguthan White—1gp/shot: Un-diluted, un-filtered vodka, +1 Con save per shot or sickened for 2d12 hours suffering -2 to Attacks and Siege Checks.

Halfling Stew—3 sp/bowl, contains no more than 20% actual Halfling, other meat ingredients include orc, goblin, kobold and "other".

Cavern Trout—served whole and still flopping on with hot sauce and a wooden mallet.



RUBIA COALSTOKER: *(She is a small lawful evil rock goblin 5th level rogue whose vital statistics are HD 5d6, HP 18, AC 17. Her Primary Attributes are dexterity and Constitution. She carries a +1 short sword, and wears +1 studded leather armor and expert thieves tools. Rubia has 1400 gps worth of gems and jewels in a lockbox. The lockbox is a CL 4 to open without the key.)*

22. Sappers Market

The sappers market is somewhat of an alchemical clearing house where raw chemicals. Many of these chemicals are left over from the mining of coal and oil from the depths that are distilled and re-constituted into malevolent chemicals explosives popular with the ranks of goblin sappers. Sulfur, caustic acids, and reconstituted bat guano are also sold her in abundance. Such items are sought by wizards the world over and although dirt cheap in the Sappers Market, they command a hefty resale in farther flung reaches of the world.

TYPICAL ITEMS

Acid —75gp/vial. Deals 1d6 points of acid damage per round for 1d4 rounds. Dissolves metal, flesh, wood.

Goblin Grenades —100gp/each, deals 3d6 points damage to a 10ft. radius. dexterity Save for 1/2 damage.

Gun Powder —100 gp/lb. (Detonated, deals 6d6 damage in 50ft. radius, only explodes if "hard" packed. Loose powder merely burns intensely for 1d2 rounds.

Bat Guano —1gp/lb.

Poison —As listed in the M&T

Eye of Newt —1cp/lb.

Frog Tongue —1sp/lb.

Coal —2sp/lb.

23. The Coal Chamber

The Coal Chamber is a tavern serving goblin overseers and miners who pull the coal from the earth, which heats the cities massive steel foundry. Typically the place is over run with one shift or another of soot goblins and their pet rock worms. One legged' Grokky runs the Coal Chamber and a hot numbers game on the side. Many of the shift workers toss in their hard earned coin in the hopes of winning it big and leaving their harsh lifestyle behind for a nice place in one of the spires.

ONE LEGGED GROKKIE

Grokkie lost his leg in a cave-in but gets around just fine on his peg leg. An aggressive soot goblin he would be a chief if it weren't for his handicap.

GROKKIE: *(He is a small lawful evil soot goblin 5th level fighter whose vital statistics are HD 5d10, HP 30, AC 14. His primary attributes are strength and Intelligence. His significant attributes are strength 14, and dexterity 8 due to a missing leg. He wears +1 studded leather armor and wields a +1 short sword. He keeps a small bag of holding with 450 gp worth of coins and jewels, 1 potion of invisibility, and 1 potion of cure light wounds.)*

ENCOUNTERS	
1.	2d10 orcs
2.	1d12 hobgoblins
3.	1d6 bugbears
4.	2d10 rock goblins
5.	2d10 common goblins
6.	2d10 soot goblins
7.	2d12 kobolds
8.	Special (Castle Keeper's Choice)

ROCK WORM RACES

A wrought iron track runs along the walls and floor of the Coal Chamber. The track is used by coal goblins to race their rockworms for sport. The worms hate the metal and the goads that the goblins use, but are rewarded with a fresh bucket of coal if they win. The goblins tend to bet 1d6 gp each on the races, with payouts reflective of the number of patrons in the tavern. Goading the worms takes a successful charisma check (Challenge Level 3) with the highest check winning the race.

24. Mouth of Chompotl

The Mouth of Chompotl is the northern entrance of Ulgakur where the Eibon River pours into the city from area 6-16 B in DB 3 The Deeper Darkness. The massively carved mouth is designed in the likeness of the jaws of Chompotl the Demon of the Deeper Darks, patron Demon of Ulgakur. The mouth can be closed via a magic word known only to Lluvandro which seals all entry to the city via flight, swimming, or water-craft leaving only narrow passages between the massive stone teeth for the black waters to pour through.



25. Eibon River

Here the black river serves as both sewer and water source to the Undercity. The waters move rapidly enough through the city, quickly flushing most of the detritus not held back in the backwater canals. Giant suckerfish and other creatures that enjoy cool fresh water are known to feast upon the cities spoor and are in turn feasted upon by those members of the populace lucky enough to pull a fish from the rushing waters.

26. Sanctum of the Black Book

This stone sanctuary within sight of the Tower of Lluvandro serves as a repository for pages of the Black Libram of Nartarus. The sanctuary is built in the shape of a huge mausoleum with a wrought iron gate surrounding it. Entry beyond the iron gate requires all who would seek the knowledge of the Black Libram to make a charisma save (Challenge level 10) to pass the gate. Those who fail must immediately make a second charisma save (Challenge level 10) are filled with terror and horrific images similar to a phantasmal killer spell or die! Those who succeed the second save are merely terrified and cannot enter the Sanctum of the Black Book.

DB 6: DWELLERS IN THE DARKNESS

The sanctuary is a library of inestimable evil where the singular prize is an incomplete copy of the Black Libram of Nartarus, though important in value as it possesses nearly 10 pages of that wicked tome. The sanctuary itself precludes the theft of the book from behind the cold wrought iron bars of its cage and guarded by Jelaquin, an ancient specter of great power who has guarded the sanctuary since the first page was placed within the mausoleum shortly after the city's conquest by the original members of the Hegemony. Jelaquin is an efficient librarian, and enforces a strict silence rule. The sanctum is also under a continuous effects of a desecrate spell, granting Jelaquin and any other undead called to the sanctum additional strength.

Attempting to seize the book by force instantly summons Y'bras the Drinker to defend the book. Should Y'bras fall, there is a 50% chance that Lluvandro himself may arrive to defend the tome.

The bars are armor class 20 and have 200 hit points. Chopping at them uninterrupted by enemies takes 20 minutes.

Jelaquin allows access to study the Black Libram in exchange for scrolls of magic spells, magical tomes, spell books, and magic items useful to the Hegemony. Jelaquin grants 1 day of study per thousand gold pieces value of the item sacrificed to the Sanctum.

JELAQUIN: *(This lawful evil medium extraordinary undead's vital statistics are HD 7d12, HP 84, AC 15. Its primary attributes are mental. It attacks with an incorporeal touch for 1d8 points of damage and level drain. Its special abilities are energy drain, create spawn, darkvision, incorporeal, powerlessness in sunlight and unnatural aura.)*

27. Temple of Soagoth

This unnatural looking pile was once carved in exotic shapes belying the plethora forms which the god of chaos takes. The temple itself is untended and shunned by most of the residents of Ulgakur who make the sign of the evil eye when forced to pass its moldering bones.

It is feared that the avatar of Soagoth itself sometimes haunts its temple, when a maddening moan fills the city turning the very blood of its inhabitants to ice in their veins.

SOME UNFINISHED BUSINESS

PCs who have played through adventures in DB 2: Crater of Umeshti, and DB 3: The Deeper Darkness have quite possibly had encounters with Malash and King Skritch. If either has successfully escaped the PCs their trail most certainly leads to the Undercity of Ulgakur.

MALASH

If Malash has escaped to the Undercity of Ulgakur, he keeps a room at the Travelers Spire and frequents both the Temple of Nartarus, and the Sanctum of the Black Book as he searches for allies to help him gain his revenge upon the PCs. The Castle Keeper may select any faction or NPC as an ally for Malash that they feel is an appropriately challenging to the PCs for any showdown with Malash they may plan.

SKRITCH

If Skritch was forced to flee his kingdom he has quickly re-established himself in the Undercity of Ulgakur where he allies himself with Koo Kovellias. He is known to Salsuvio and Mistress Sin, who playfully treat him as royalty (as a form of personal joke to themselves), and who have taken him into their spire as an "honored guest", as a dark elf's perversions know no bounds. Skritch possesses the lift lever leading to the darker holes of the Crater of Umeshti.

DB 6 Bonus

THE UNINTENDED EXODUS: A Battle Scenario for Fields of Battle

The Dwarves of Fanderburg have long held themselves in exile due to the threefold threat that their proximity to the Undercity of Ulgakur, the Great Fault, and the Fortress of the Three pose to their very existence. To this end the dwarves under Prince Medguarum have secretly begun sending forth exploratory parties to seek a place to begin a new satellite colony, should the deadly fault finally give way and collapse Fanderburg beneath a hundred million tons of their beloved native stone.

Skritch the Kobold King has similar aspirations. At this time in their campaign, it is likely that the adventurers have already laid waste to his precarious control of the upper layers of the Crater of Umeshti, forcing the Kobold king to consider a second hidden lair for his mutant hatchlings and his numerous mates. The new lair is located closer to the Undercity of Ulgakur, allowing Skritch to continue operations with his allies there.

NOTE: If Skritch had been previously slain, a "Kings Egg" has been hatched from his brood with assistance of Lluvandro who has infused it with the soul of the Kobold King and implanted it into the hyper grown egg. Lluvandro is fond of the Kobold King, as his guardianship of the upper levels serves to protect the secrecy of the Undercity of Ulgakur. Needless to say this clone of Skritch has no love for the Player Characters if they had indeed done in the previous incarnation of the Kobald King!

THE FIELD OF BATTLE

At the onset of the battle, Dwarven Tunnel Master Hrunglengle has just broken through into galleries newly carved by kobold miners. The kobold tunnels are extremely tight and form a spider web like network surrounding the dwarven entrance cavern. Too late the miners realize that they are encircled by enemies.

Dwarven miners attempt a retreat into their tunnel at the center of the battlefield as Battle Lord Frangus the Mighty pours troops into the breach in order to cover the miners retreat. Scritch sees superior numbers on his side and with the help of his shaman units, intends to exact severe punishment on the dwarves for unearthing the location of his secret incubator.

MAP NOTES: As seen on the map, tunnel corridors only allow facing for one squad at a time.

DWARVEN DEPLOYMENT: CENTRAL CAVERN

At the onset of the engagement the dwarven miners, and two squads of dwarf infantry under the direction of the tunnel lord are the only dwarves within the dwarven deployment cavern. They have filed out of the Fanderburg tunnel and discovered a gallery of ten tunnels leading out from the central cavern. Kobolds do not begin arriving from their deployment zones for 1d4+1 rounds. Dwarves may draw one additional unit into the cavern each round until all reserve units have been deployed.

The entrance hole which the Dwarves use is such that one squad of dwarven miners may retreat from the entry chamber per round and one combat squad may enter the chamber at the same time. The entry hole may be widened by miners so that this number is doubled for every 10 ft. that the tunnel is widened should the dwarves decide to use such a tactic. Miners who are digging are incapable of taking movement or attacks actions against enemy units.

DWARVEN KEYS TO VICTORY

- Evacuate all miners and seal mine. (5 points per squad successfully evacuated)
- Slay or capture Scritch (20 Points)
- Capture or destroy the egg chamber (20 points)
- Slain Squads of Mutant Kobolds or warlocks (5 points each).

Kobold Deployment: Egg Chamber and Deployment Zones

At the onset of the encounter, Kobolds have three deployment zones. Each zone may have an admixture of units based on the kobold player (or Castle Keeper). The kobolds have an unlimited amount of common Kobold reinforcements who arrive at a rate of 1 squad per round from the tunnel leading to Skritch's Kingdom from the Crater of Umeshti. These kobolds continue to arrive until their tunnel is collapsed.

KOBOLD KEYS TO VICTORY

- Slay Dwarven Miners (5 points per squad)
- Slay or capture Lord Frangus or Hunglengle (20 points each)
- Block Dwarven escape by collapsing dwarven exit (20 points)

THE PLAYER CHARACTERS

Player characters may enter the combat zone through a variety of different means. Perhaps they have already earned the trust of dwarves of Fanderberg. In this instance they may have been "hitching a ride" with the miners and begin the encounter in the dwarven deployment zone.

Another option is that the player characters have fond a passage from the various side galleries that lead away from the Undercity of Ulgakur. In the process they stumble into the fray entering from the Ulgakur passage at the start of the first round of the encounter..

A third option is for the characters to have found a hidden passage from one of the unexplored upper areas of the crater of Umeshti such as Scritch's hidden passages.

PCs may interact in the battlefield in any manner that they see fit be it as allies or enemies of the various combatants on the field.

If the PCs ally with the dwarves and win their trust, Battle Lord Frangus arranges for the PCs to have a meeting with Prince Medgaurum of Fanderburg, offering them a plot hook for characters to proceed to the adventures detailed in DB 9.

KOBOLDS (10 Squads, + Reinforcements)

SIZE/RATIO: Small/10:1

HD/UHP: 1d4/13 UHP

MOVE: 30 ft.

AC: 15

ATTACKS/ATTACK BONUS: Spear (1d6)/+1 AB or Shortbow (1d6)/+1 AB

SQUAD FORMATION: HP 3, Spear (1d6+4)/+5 AB or Shortbow (1d6+4)/+5 AB

SPECIAL: Darkvision 60 ft,. Light Sensitivity (-2 to hit in bright light); kobold combat maneuver (guerilla action)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

ROADHOUSE RULE: MINERS AND COUNTER SAPPING

Miner units may fight at their base unit attack. All Kobolds and dwarves have the ability to dig through stone and earth at the rate given on page 29 of the Fields of Battle™ rules booklet. As specialized units, miners dig at double this rate. Miners digging adjacent to an existing passageway may choose to collapse the adjacent tunnel upon its occupants, essentially burying the adjoining tunnel in stone and earth.

COLLAPSING TUNNELS

Collapsing an adjoining tunnel takes one round and collapses an adjoining area equal to the amount of space that the attacking unit occupies. For example, three squads of kobold miners occupy an area 10 ft wide and 30 ft long, and are digging a tunnel parallel to a tunnel occupied by several dwarven units. On their turn, the kobolds collapse the area of tunnel wall adjacent to their foes dropping stone and earth on an area of tunnel 10 ft. wide and 30 ft. long, affecting 3 dwarven units. See diagram (X) below for details.

Units and individuals trapped in the collapsed tunnel suffer 8d6 points of damage, though the victims are allowed a dexterity with a Challenge Rating equal to 10 + the HD of their attackers. A successful save means the unit or individual suffers ½ damage from the cave-in attack.

MORALE: +1

SPELLS/SPELL-LIKE ABILITIES: None

MINING: .5 FT HARD STONE

Kobolds are reinforced from the Crater of Umeshti. One new squad of common Kobolds arrives every round until their tunnel to the egg chamber from the Crater of Umeshti is collapsed.

KOBOLD ELITE (10 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 2d8/52 UHP

MOVE: 30 ft.

AC: 20

ATTACKS/ATTACK BONUS: Shortsword (1d6+1)/+1 AB or Short Bow (1d6)/+3 AB

SQUAD FORMATION: HP 12, Shortsword (1d6 + 8)/+9 AB or Short Bow (1d6 + 8)/+8 AB

SPECIAL: Darkvision 60 ft. Light Sensitivity (-2 to hit in bright light); kobold combat maneuver (guerilla action)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +2

SPELLS/SPELL-LIKE ABILITIES: None

MINING: .5 FT HARD STONE

KOBOLD MUTANTS (10 squads)

SIZE/RATIO: Medium/5:1

HD/UHP: 3d8/ 60 UHP

MOVE: 40 ft.

AC: 16

ATTACKS/ATTACK BONUS: 2 claws (1d4) and bite (1d6)/+3 AB

SQUAD FORMATION: HP 18, Shortsword (1d6 + 8)/+9 AB or Short Bow (1d6 + 8)/+8 AB

SPECIAL: Darkvision 60 ft. Light Sensitivity (-2 to hit in bright light); Random Mutation*

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +3

SPELLS/SPELL-LIKE ABILITIES: Acid Breath Weapon 10 ft. cone deals 1d8 points of acid damage and reduces enemy AC by 1 permanently.

MINING: .5 FT HARD STONE

KOBOLD SNIPERS (5 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 2d8-4/ 40 UHP

MOVE: 30 ft.

AC: 16

ATTACKS/ATTACK BONUS: Short sword (1d6)/+2 AB or Short Bow (1d6+1)/+3 AB

SQUAD FORMATION: HP 8, Short sword (1d6 + 8)/+9 AB or Short Bow (1d6 + 9)/+10 AB

SPECIAL: Darkvision 60 ft. Light Sensitivity (-2 to hit in bright light); kobold combat maneuver (guerilla action)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +2

SPELLS/SPELL-LIKE ABILITIES: None

MINING: .5 FT HARD STONE

KOBOLD WARLOCKS (3 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 3d6/ 60 UHP

MOVE: 30 ft.

AC: 16

ATTACKS/ATTACK BONUS: Short sword (1d6)/+3 AB

SQUAD FORMATION: HP 12, Short sword (1d6 + 6)/+7 AB

SPECIAL: Darkvision 60 ft. Light Sensitivity (-2 to hit in bright light); kobold combat maneuver (guerilla action)

SAVES/PRIMES: M

FACE: 10 ft. (1 inch)

MORALE: +3

SPELLS/SPELL-LIKE ABILITIES: Sleep, Magic Missile, Cure Light Wounds

MINING: .5 FT HARD STONE

KING SKRITCH, MALE KOBOLD: *(Skritch is an advanced lawful evil Kobold whose vital statistics are HD 6d8; Hp 30; AC 20; his primary attributes are physical. He attacks with a Bite 1d2+1 and +1 spear(1d6+4), +1 shortsword (1d6+4); he is Light Sensitive, Skritch possesses Assassin abilities; He carries a +1 shortsword, +1 spear, +1 small studded leather armor, gauntlets of ogre power, 2 potions of invisibility, 1 potion of haste, 2 potions cure light wounds, +1 ring of protection.)*

KOBOLD ELITE OFFICERS (8) *(They are advanced lawful evil Kobolds whose vital statistics are HD 3d8, HP 15, AC 18. Their primary attributes are physical. They attack with a bite for 1d2+1 a spear for 1d6+1, or a shortsword for 1d6+1. They are light sensitive. They carry a potion of cure light wounds.)*

QIZZITH: MALE KOBOLD, SHAMAN: *HD 5d6; Hp 18; AC 14; Saves (M); AL LE; Atk: Bite 1d, +1 dagger, 1d4+1; Special: Light Sensitive, *Spells; Eqp: +1 bracers of armor, wand of magic missiles (30 charges), wand of sleep (20 charges), potion of cure light wounds, potion of invisibility, potion of charm person, scroll of protection from good, scroll of spiritual weapon; Spells (7 Levels of Spells/Day): 1st—Magic Missile, Shield. 2nd-See Invisibility. 3rd-Lightning Bolt.*

DWARVEN FORCES

DWARF INFANTRY, BASIC (15 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 1d8/27 UHP

MOVE: 20 ft.

AC: 16

ATTACKS/ATTACK BONUS: Battle Axe or Warhammer (1d8)/+1 AB

SQUAD FORMATION: HP 6, Battle Axe or Warhammer (1d8+8)/+8 AB

SPECIAL: Deepvision 120 ft.; +2 saves vs. fear (including morale), +2 saves vs. poison, +3 saves vs. magic, stonecraft; +1 to hit goblins and orcs; dwarven combat maneuver (dwarven mantlet)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +3 (dwarves are fearless, as reflected in their save vs. fear)

SPELLS/SPELL-LIKE ABILITIES: None

MINING: 1.5 FT HARD STONE

DWARF MINERS (10 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 1d8/27 UHP

MOVE: 20 ft.

AC: 16

ATTACKS/ATTACK BONUS: Pick Axe (1d6)/+1 AB

SQUAD FORMATION: HP 6, Pick Axe (1d6+8)/+8 AB

SPECIAL: Deepvision 120 ft.; +2 saves vs. fear (including morale), +2 saves vs. poison, +3 saves vs. magic, stonecraft; +1 to hit goblins and orcs; dwarven combat maneuver (dwarven mantlet)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +3 (dwarves are fearless, as reflected in their save vs. fear)

SPELLS/SPELL-LIKE ABILITIES: None

MINING: 3 FT. HARD STONE

DWARF HEAVY CROSSBOW (Fighter 1) (4 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 1d10/33 UHP

MOVE: 20 ft.

AC: 16

ATTACKS/ATTACK BONUS: Heavy Crossbow (1d10+1)/+3 AB, Warhammer (1d8)/+2 AB

SQUAD FORMATION: HP 8, Heavy Crossbow (1d10+9), Warhammer (1d8+8)/+8 AB

SPECIAL: Deepvision 120 ft.; +2 saves vs. fear (including morale), +2 saves vs. poison, +3 saves vs. magic, stonecraft; +1 to hit goblins and orcs; dwarven combat maneuver (dwarven mantlet)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +3 (dwarves are fearless, as reflected in their save vs. fear)

SPELLS/SPELL-LIKE ABILITIES: None

MINING: 1.5 FT HARD STONE

DWARF ELITE INFANTRY (Fighter 3) (4 squads)

SIZE/RATIO: Small/10:1

HD/UHP: 3d10/99 UHP

MOVE: 20 ft.

AC: 19

ATTACKS/ATTACK BONUS: Battle Axe/+4 AB

SQUAD FORMATION: HP 24, Battle Axe (1d8+10)/+11 AB

SPECIAL: Deepvision 120 ft.; +2 saves vs. fear (including morale), +2 saves vs. poison, +3 saves vs. magic, stonecraft; +1 to hit goblins and orcs; dwarven combat maneuver (dwarven mantlet)

SAVES/PRIMES: P

FACE: 10 ft. (1 inch)

MORALE: +3 (dwarves are fearless, as reflected in their save vs. fear)

SPELLS/SPELL-LIKE ABILITIES: None

MINING: 1.5 FT HARD STONE

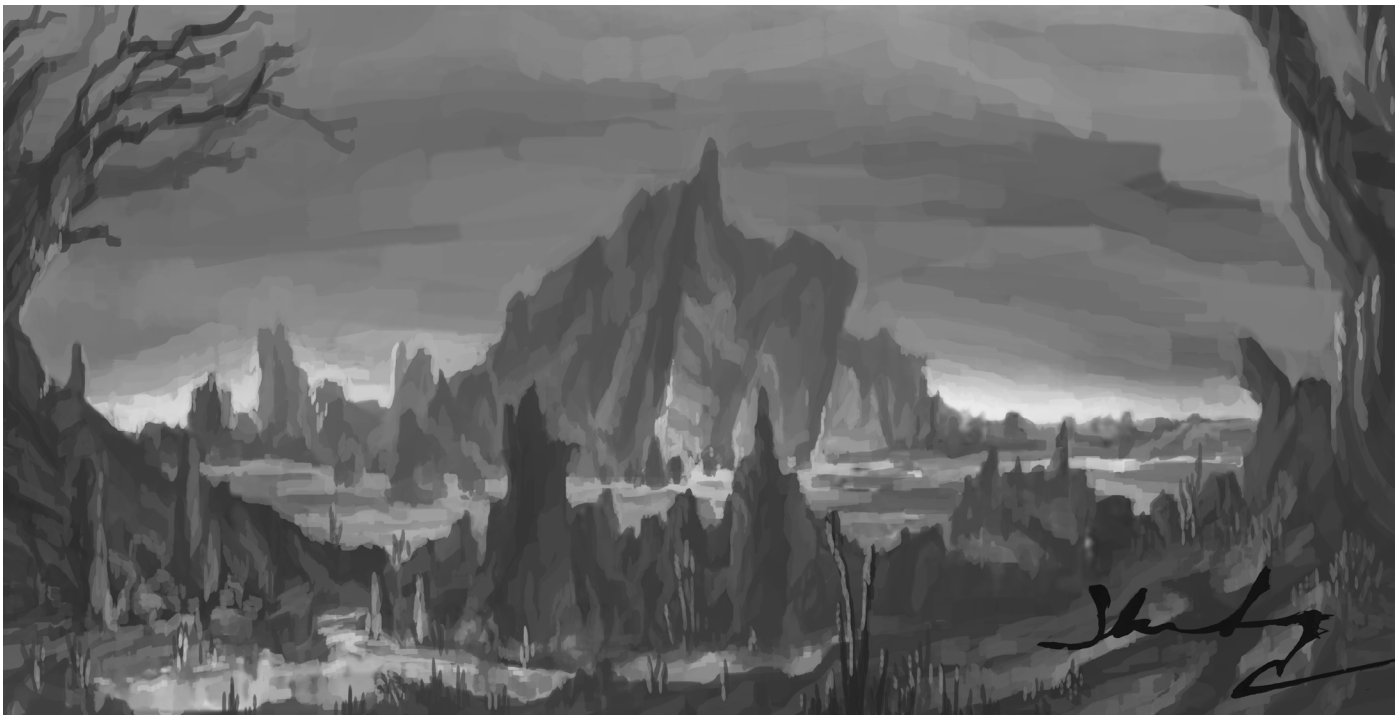
TUNNEL MASTER HRUNGLENGLE *(He is a lawful neutral 5th level dwarven cleric whose vital statistics are HD 5d8, HP 40, AC 18(20). His primary attributes are wisdom and Constitution. His significant attributes are wisdom 15, constitution 15. He wears full plate armor and carries a large steel shield, and a +1 dwarven warhammer which deals 1d8+1 points of damage. His typically memorized spells are 0th—Detect Evil, Detect Magic, First Aid, Light. 1st—Cure Light Wounds, Command, Shield of Faith, Sound Burst. 2nd—Hold Person, Silence. 3rd—Prayer. He carries a scroll of raise dead, spiritual hammer, cure serious wounds, and healing circle. He keeps 10 platinum pieces, 123 gp, and 3 gemstones worth 50 gp each.)*

BATTLE LORD FRANGUS *(He is a lawful neutral 7th level dwarven fighter whose vital statistics are HD 7d10, HP 60, AC 20(22). His primary attributes are strength and Constitution. His significant attributes are strength 16, constitution 16. He wears full plate +1 and bears a large steel shield. He wields a +1 battle axe in combat and wears a pair of boots of springing and striding. He keeps a small bag of holding which contains the payroll for his troops (1500 gp, 2 gemstones worth 400 gp each, 100 platinum coins, and 3 potions of cure serious wounds).*


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DB 7: THE DUCHY OF KARBOSK



PROLOGUE

The adventurers stretched their aching bones from days on the trail, pulling out pipes and wrapping their scarred knuckles around frothing libations. Strums of a tuning guitar assailed their ears before settling into notes that lifted their hearts and momentarily eased their brains from the maelstrom of hell they had witnessed in Dro Mandras.

They turned politely to the half elf in his worn finery who plucked at the strings, and smiled as his glinting eyes caught theirs and his lips parted. A voice deep yet warm and mellow like a well aged whiskey began to sing.

"Aye friends, gather and listen well, for the lands of Karbosk have ridden through hell.

Long has my road been and far from home I be, but to be in your presence this night is an honor to me.

I sing of this country that for a time has been home, I sing of its hardships, its dawn and its gloam.

Yet Beautiful it remains and dangerous too, from the Pieters Reach Mountains, to the Gilby Hall crew.

Morn we all for our fallen family and friends, Adrik, Variek, and Irusa we pity their ends.

For a moment let us pause and forget all our gloom, as we sing and we pray for the West yet delivered from doom.

Rise you of the west on the gentle Kissaroc. Rise now Mish, Jorgen, Havel, and Gaspar Rise and Ready for the turn of the war!

Aye pray friends who survive! Fight for those yet still alive! Grab you all sword, bow, and spear! Declare that the Orc Kings end is here!"

The final lyric brought a great cheer from the others seated in the tap. Men clanged spear to shield, or mug to table and grins creased dirty faces that had not smiled in some time.

Tomorrow, perhaps, tomorrow would bring the day of reckoning for the Orc King. Until then, a last respite for the many who would not see another evening amongst this glorious band of brothers. But what of the days to come beyond tomorrow? Only the Fates could know such a thing, for they can only be tempted for so long.

Certainly heroes would be needed to rebuild this nation. Other threats abound as well. The weakling princes would rise again and demand a tribute of Karbosk. But from this Duke? Mandras would not stand for such a thing... One invasion at a time Gilean thought as he smiled wryly and began a furious drinking tune for the heroes. It was a better song, a song that they needed to hear on a night such as this.

INTRODUCTION

Karbosk is an adventure supplement detailing the Duchy of Karbosk, home to many of the DB series of adventures. Karbosk is home to the Haunted Highlands, the Crater of Umeshti, Dro Mandras and many other dangerous and exciting adventure locales.

This volume serves as a de-facto tour guide of the Duchy, offering insights on many of Karbosk's various villages and lairs. Where necessary, statistics are given for local leaders and persons of importance. Also included are some of the necessary statistics for monsters that could be encountered on treks across its varied lands.

What is not included in this volume is a definitive "population" count for Karbosk in its entirety. It seems most un-necessary to

straight jacket a Castle Keeper with such raw numbers. Instead a general population of the various villages and locales is given to grant an approximation of the "feel" one should expect when visiting any of its areas.

For the same reason, distant locales mentioned in this tome are merely mentioned in passing, without significant detail. This omission is purposeful. A hint of mystery is important to the feel and flavor of any campaign. That which remains secret and hidden even from the Castle Keeper adds depth and flavor which is lost from most pre-packaged settings where there are no grey areas, or black spots upon the map left to explore and discover. Such spaces in Karbosk are wonderful, as they offer great places for the Castle Keeper to bring in their own flavor and do a little free-styling at the gaming table. Maybe not too much, if they are not comfortable with such things, but enough to add a sense of randomness and excitement to both the running and playing the game!

It is also noted here that some areas (Such as Fort Ewar, and Yorgach's Hammer) are less detailed than other areas (Say the Village of Mish). Again this is purposeful, as such areas are planned for greater development in adventures to come at some future date!

Organization of Materials

The material in this book is organized into the following parts:

PART I: DETAILS THE GEOGRAPHICAL REGIONS OF THE WESTERN WILDERNESS

PART II: DETAILS THE VILLAGES WEST OF THE MANDRAS RIVER

PART III: DETAILS THE GEOGRAPHICAL REGIONS AND WILDERNESS EAST OF THE MANDRAS RIVER

PART IV: DETAILS THE RUINS LEFT BEHIND BY YORGACH THE RAVAGER.

Of the History of Karbosk

Each section of this book includes hints and glimpses of the current and past history of Karbosk. In brief, the basic synopsis of history as was presented in The Haunted Highlands remains unchanged. It is reprinted here for ease of reference.

Ancient History

The Duchy of Karbosk was established 800 years ago when King Pieter II of Rodensia established the line, granting the hard won border territory to it to his most feared general, Leonid Karbosk. A great civil war amongst the nobles of Rodensia brought about its eventual decline. Now the former empire occupies less than 1/10th of its original holdings. Despite the collapse of King Pieter's empire, the Duchy of Karbosk has maintained virtual autonomy from its old masters due to clever diplomacy and the presence of Lake Veyona, separating it both geographically and militarily from its former masters. What is known to few save the most educated sages is that what now stands as the sprawling wilderness Duchy of Karbosk was once home to an even greater civilization than the one King Pieter had established.

It was upon these wild highlands, broad lakeshores and clear rivers that the ancient empire of Umeshti once stood. Here sorcerer kings and priests communed with the very gods at the beginnings of mortal civilization. All was lost one fateful evening 10,000 years ago when a meteor was cast down from the heavens by angry gods, leaving nothing but a great crater and cursed sinkhole reaching deep into the crust of the earth below.

Recent History

In recent times the outer Marches of Karbosk have become increasingly dangerous. Humanoid armies have always threatened the Karboskian frontiers, but now something more sinister has risen and war has erupted in every corner of the Duchy. A powerful and some say eldritch orc king has risen to power and driven every humanoid within reach of his bloody axe before him in a frenzy of slaughter and mayhem.

So rapid was the invasion of this foul chieftain, known to those who have survived his plundering as Yorgach the Ravager, that even the capitol city of Dro Mandras has suffered a heavy blow. East Dro Mandras lies in ruins, with only small walled sections of the town center left standing but under constant siege. Luckily, the humanoid army's greed, infighting and ignorance of river navigation have staved off the tide of the invasion for now.

Unfortunately for the frontier citizens of Karbosk, Duke Mandras Karbosk V and his armies are fully occupied in the recapture of East Dro Mandras, leaving much of the frontier unguarded. Opportunists not yet conscripted into the ranks of Yorgach's horde now plunder the farmlands on all sides, leaving few places, save Dirty's Roadhouse and The Magi Tower of Nesturon spared.*

*Reprinted from the Haunted Highlands By Troll Lord Games™.

PART I: THE WESTERN WILDERNESS

FLY BITE FENS

Where the Kissarok River pours into the lowlands of the Duchy lays the expansive morass known as the Fly Bite Fens. Shunned by locals for its namesake, large biting horseflies, and thick swamp gasses, more than a few explorers have been lost in its trackless wastes. The swamp extends along the northeastern reaches of Lake Veyona and is affected by its ebb and tides.

Rumors abound of ancient ruins, and massive cyclopean structures half sunk into the rotting muck. It is known that tribes of lizard folk dwell within the interior as they have been known to guide a few lost travelers out of their domain.

Wizards are known to hire brave adventurers to plumb the depths of this fen for rare spell components.

FLY BITE FENS RANDOM ENCOUNTERS	
Roll once per day, No Repeats	
1.	Assassin Vine
2.	Frog, Giant (2d12)
3.	Rust Monster
4.	Lizardfolk (2-12)
5.	Giant Rat (3d20)
6.	Skeleton (1d12)
7.	Zombie (1d12)
8.	Spider Medium (1d4)
9.	Ankheg
10.	Water Naga
11.	Dark Naga
12.	Ogre (1d4)
13.	Otyugh
14.	Spider, Large (1d4)
15.	Troll (1d4)
16.	Troll, River (1d4)
17.	Hag, Annis
18.	Black Pudding
19.	Will O Whisp
20.	Treant

Duke's Wood

This protected copse of trees in the West is the royal hunting grounds of the Mandras Family and is guarded by many of his most trusted huntsmen. Anyone outside of the royal huntsmen or the royal family injuring any creature within the woods is subject to summary punishment. Typically this includes forfeiture of all carried property, a dozen lashes, or the removal of the index and middle fingers of their shooting hand.

DUKE'S WOOD RANDOM ENCOUNTERS	
Roll once per day.	
1.	Karboskian Huntsmen (1d4 rangers, lvl 1-4)
2.	Brown Bear
3.	Deer (1d4) (Move 40, AC 14, 2d8 HD)
4.	Wild Boar (1d10+2)
5.	Bird of Prey (1d4)
6-20.	No Encounter

Cursed Wood

This alpine forest rises along the slopes leading to the Crater of Umeshti. The forest is home to a variety of humanoid tribes and magical creatures, and is rumored to house the thorny tower of Svalli the Witch of the Cursed Wood. The truth of this is unknown, as when men cross this wood they do so in search of the Crater, and most often go en-masse and avoid the woods entirely should they return! Hidden caves in its pine crested hills offer opportunities for excitement and adventure for those brave enough to cross its mazelike timber.

The forests are considered a bane to those who live in the northern reaches of the Duchy, as trolls, ogres, and other beasts make their way down from the highland forest to pillage outlying settlements.

CURSED WOOD RANDOM ENCOUNTERS	
1.	Bugbears (2d6)
2.	Goblins (2d10)
3.	Kobolds (4d6)
4.	Wild Boar (1d10+2)
5.	Wolf (2d8)
6.	Worgs (2d6)
7.	Owlbear (1d4)
8.	Deer (1d4) (Move 40, AC 14, 2d8 HD)
9.	Ogre (1d8)
10.	Forest Troll (1d4)
11.	Hag, Annis
12.	Cockatrice
13.	Shambling Mound (1d2)
14.	Brown Bears (1d4)
15.	Treant
16-20.	No Encounter

Gilby Orchard

To refer to this as an orchard is a bit of an overstatement, considering its rather overgrown and wild nature. Gilby Orchard is in fact a forest that filled, more or less with a variety of fruit and nut bearing trees such as black walnut, apple trees, and sugar maple.

Halfling druids and other Halflings of Gilby hall tend to the Orchard, insuring its protection from blight and other dangers, making it one of the more peaceable and serene woodlands in all of Karbosk.

GILBY ORCHARD RANDOM ENCOUNTERS	
1.	Giant Black Squirrels (2d4)
2.	Treant (1d2)
3.	Halfling druid (lvl 2-6)
4.	Halfling ranger (lvl 1-4)
5.	Bird of Prey (Small)
6-20.	No Encounter

PART II: WESTERN VILLAGES

Detailed here are the larger of the free villages of the west of the Mandras River which have yet to feel the torch of Yorgach's forces or the wholesale slaughter that has befallen many of its sister villages of the East. These villages are each ruled by one of the Duke's chosen lords, though in most cases, their holdings are hereditary, dating back to centuries of service to the Duchy.

Old Fort

Old Fort was a cavalry fort established in the days of King Pieter, once serving as a base of operations before the founding of Dro Mandras. Old Fort is lightly garrisoned now and serves as a trading post examining goods coming overland from the Free Port of Mantua to the northwest. Currently the trading post is still active though the garrison is virtually abandoned. Old Fort has a population of roughly fifty individuals. Farms and ranches build within ten miles of the Old Fort have an additional population of roughly 200, though most of these are very young or very old due to the call to arms from the East.

Those young troops and cavalry that remained behind for the defense of Old Fort have long since answered the reveille of Duke Mandras. Their departure from the base left behind a small local militia of sorts organized by the fort commandant, Captain Gruenor Gunn. Gruenor is a northman of the same stock as Bull of the Roadhouse, who left the icy wastes of their homeland for similar reasons. Working as a mercenary he eventually found himself in the employ of Duke Mandras where he has given his captaincy a dozen years ago.

Captain Gunn is getting older however, and understood the necessity of maintaining his presence in the Old Fort vs. leaving with his men to join the Duke's campaign against Yorgach.

CAPTAIN GUNN *(He is a human 5th level Barbarian; His vital stats are HD 5d12, Hp 38, AC 17. He wears a chainshirt +1 and carries a +2 longsword and +1 shield.)*

MILLITIA *(They are variously 1st-2nd level rangers or fighters. Their vital stats are HD 2d10, Hp 14, AC 16. They wear studded leather or chainshirt, and carry longswords and longbows with 20 arrows).*

The Old Fort currently has a garrison of twenty militia. drawn from the surrounding countryside. The militia is comprised of rangers, traders, and mercenaries who know the surrounding prairie quite well. Its strategic importance is at an all-time high due to the need for goods to be brought in via Mantua. Unfortunately, overland caravans from Mantua have become increasingly erratic, and agents Gunn have sent to Mantua have not returned.

The Old Fort has basic traveling supplies such as rations, tents, rope, and other sundries for folk heading West towards the sea coast. These supplies are at double the standard rate due to shortages.

Gilby Hall

Most of the big folk of the Highlands would never imagine the wonders to behold right beneath the hills of Gilby Hall. To the casual viewer, it is simply a small village of twenty or so cottages and a main road that twists and turns through the gardens, farmsteads and vineyards of this idyllic community. The truth is, the Halflings have carefully and quietly constructed a world of wonder, hidden a mere fifty feet below the ground.

POPULATION: 600 Adult Halflings, 120 of whom act as a standing militia.

PLACES OF INTEREST

A. GATEHOUSE

The gatehouse is guarded by four Halfling sentries (they are 2nd level Halfling fighters, hp 13. They are armed with shortsword, shortbow, and signal horn.

B. RIPE GRAPE VINTNER

This winery encompasses about 200 acres on and around the hill that comprises the above ground portions of Gilby Hall. To most visitors the Ripe Grape Vintner is Gilby Hall. The winery offers wine tasting at its shop for interested wine sellers who purchase kegs and bottles for transport to Dro Mandras and beyond. Other buildings that make up the Vintner include the wine press, bottler, glass blower, cork maker, barrel maker, and warehouse.

C. HALFLING DWELLINGS

Being members of large extended families, the halflings of Gilby Hall each dwell in good sized burrows built like a wagons wheel around a central dining and gathering chamber where large family meals are shared and chores take place.

D. YAGO'S BREWERY

Yago brews popular blond, pale, and dark brews sold throughout the western marches. Bottles of the ale can be got for 4 sp each. 6 gallon kegs run 30 gp.

Gilby Mall

Hidden beneath the rolling green hills that comprise the farms and vinyards of Gilby Hall is the massive underground wonder that is Gilby Mall. The mall is a huge hall lit with natural light from a series of sunlight trapping shafts magnified by thin plates of mica. The mall itself is filled with fountains, and fruit bearing trees. Every Halfling family domicile is connected to Gilby Mall by a series of wide corridors. The mall itself is surrounded by shops, and recreation areas frequented by Halflings and their rare outside guests.

Mall Locations

1. The Bowling Green

The Bowling Green is a top notch underground bowling alley favored by the Halflings of Gilby Hall as one of their most passionate pastimes next to target shooting. Lane rates are a copper a game. A sign reads "Rental slippers: 1 copper a pair", though there are no bowling slippers in human sizes, and

Halflings don't wear any slippers whilst bowling. The sign is merely a joke meant to confound occasional "big" visitors.

Topper Hardball runs a staff of ten Halflings who set pins and roll balls back up the alley to players. Drinks and snacks may be brought in from outside, and wait staff from Gilby tavern make regular runs to collect platters and mugs from the bowlers. This is not to say bowling is a traditional drunken disaster. On the contrary Halflings hold their skill at bowling in high esteem, taking it perhaps as seriously as they do brewing beer, making wine, or raising vegetables.

Topper is a common 1hd Halfling who keeps an office next door to the alley. He has 400 gp worth of copper coins in a strongbox in the office.

2. Notch and Feather (Bowyer)

The master craftsmen of the Notch and Feather make exceptionally crafted shortbows and light crossbows at 15% over market price.

Notch Sharpshot, the brother of Hokum Sharpshot runs this the notch and feather with his wife Feather Sharpshot. They are common Halflings whose skill in trade happens to be the manufacture of missiles and their prospective launchers. They are assisted in their business by their children, and make weapons to specs given them by Hokum.

3. The Bulls-eye (Archery Range)

An indoor subterranean archery range where Halflings pay a silver piece a quiver to take target practice shooting at orcs, goblins, trolls, ogres, and men made of straw. The straw dummies are attached to hemp ropes moved by pulley's to give shooters practice at moving targets. Weekly tournaments net a purse of 50 GP for a first place shooter with monthly and yearly championship rounds offering greater purses and higher prestige.

The Bulls-eye is run by Hokum Sharpshot, a Halfling ranger who settled down to start a family.

HOKUM SHARPSHOT *(He is a neutral good Halfling male ranger; His vital stats are HD 5d10, Hp 33, AC 19. His primes are dexterity and wisdom. He carries a +1 composite shortbow (1d6+2 damage) and a +1 handaxe (1d6+1). He wears +1 studded leather most of the time, to avoid taking an arrow in the butt training the young Halflings in archery.)*

4. Gilby's Tavern

Gilby tavern is by far the most popular drinking establishment in all of Gilby Hall, serving fine meals, ales, and wines to the populace. Gilby hall has rooms to let for larger visitors and high enough ceilings to accommodate the big folk. Rooms typically go for 2 sp per night and are clean and comfortable, with most meals averaging between 2 and 10 sp each.

Gilby Tavern is run by Ottuma Goldmead and his wife Mifle.

OTTUMA GOLDMEAD *(He is a lawful good Halfling male; His vital stats are HD 3d8, Hp 16, AC 16. He keeps a club under the bar, though has never had to do more than brandish it. A chest locked in the back of the bar typically has 500 gp in various coins, and trinkets.)*

MIFLE GOLDMEAD *(She is a lawful good Halfling female; Her vital Stats are HD 1d8, Hp 5, AC 17. She has a ring of protection +1 that was given her by Ottuma as a wedding ring.)*

5. Gilby Mall Community Theater

Built into a natural cavern beneath Gilby Hall, that was determined to have the best natural acoustics ever encountered. The cultural center of Gilby Hall, the community theater puts on variety shows, plays, and musical performances with three shows per day on the weekends (which consequently are 3 days long). Many members of the community take part in the performances, or work in set decoration, costume design, and "special effects'. The performances are free, and every bit of tapestry, backdrop, and gear is donated by the community for the betterment of the show. Consequently the shows are quite fantastic. Other chambers have been carved into the back and eastern sections of the cave, serving as storage facilities, dressing rooms and the offices of the entertainment director.

The job of director, moves around, and scripts are voted on by participants. The Community theaters entertainment director Eisner M. Winestain serves as greeter, talent scout, custodian, and stage manager for the various productions.

EISNER M. WINESTAIN *(He is a neutral good male Halfling 4th level bard; His vital stats are HD 4d10, Hp 30, AC 16. He has long since passed off his adventuring days, preferring to wear fine silk doublets and a feathered cap. He keeps his trusty Shortsword +2 in his office, though it is occasionally used as a prop by actors from the community.)*

6. Town Hall

The town hall is a large gathering place for elders to talk about various problems and situations that arise within the community. Things are typically peaceful, the most common arguments over whose sheep crossed into who's pasture and what to set the price of beer and wine sales is going to be for the year.

Mayor Barly Hopsbarrel keeps an office in the back of the Town Hall. Also here is a as is a locked records room which contains letters, deeds, contracts, and maps of Gilby Hall and the surrounding terrain.

Any court cases are also handled here in the Town Hall, though crimes are almost non-existent in the commonwealth.

MAYOR HOPSBARREL *(He is a neutral good male Halfling 5th level fighter): His vital stats are HD 5d10, Hp 35, AC 18. He carries a +2 mace (a rod signifying his importance as mayor), and a beaver-skin top hat. He wears a +2 ring of protection.)*

Mayor Hopsbarrel, is popular, affable, friendly, and shrewd. Hopsbarrel rose to fame as a hero of sorts and ally of the

Duke, he has done much to protect the community from outsiders, increase its economy, and establish the communities sharpshooters as a respected militia amongst the forces of Karbosk. Although they did not pursue the Duke's mission in Rodensia, Gilbies were among the first to arrive in defense of Dro Mandras, due in large part to rousing and impassioned pleas from the Mayor to join in the aid of their big allies.

7. Edie'sFashions

Run by Edie Furrowsmith, wife of Benjimun Furrowsmith, these two locations feature fine clothing for both men and women with the ladies shop being located in the northern storefront and the men's section in the south. The Furrowsmiths deal in mostly imported goods, with occasional silks from far of Tsutsin, and cotton from the Nulian Protectorate. How such treasures come into the hands of Benji and Edie is a mystery known only to themselves. The value of the material alone hanging on the racks and folded neatly on the shelves of the two stores is worth more than 4000 gp. Due to their diminutive cut however, they are only worth half that to races of size larger than small. A fine suit of clothing runs between 50-500 gp an outfit, with more conservative outfits running in the neighborhood of 5-20 gp. Most of the Gilbies have at least one fine outfit in their wardrobe.

EDIE *(She is a neutral female Halfling 4th level rogue: Her vital stats are HD 4d6, Hp 17, AC 18. She wears bracers of armor +2, and has a +1 dagger concealed in her silk bodice.)*

8. Benji's Caps

This shop is lined from floor to ceiling with hats and hatboxes of all types.

Benjimun Furrowsmith sells a variety of caps and top hats that are popular with the Gilbies. Benji is an established rogue, with connections to the Back Alley Gang of Dro Mandras, and other criminal organizations throughout Rodensia, dating back to his adventuring days. Benji passes information to the guilds, and fences cut down versions of their stolen goods through the cap and dress shops, being the number one dealer in stolen fabric in all of Karbosk!

BENJI *(He is a neutral male Halfling 8th level rogue: His vital stats are HD 8d6, Hp 37, AC 20. He has a ring of protection +3, and keeps a pair of +2 daggers in his boots of haste.)*

9. Shrine of Fythele

This shrine serves the religious needs of those Halflings who worship the fairy queen in their daily lives. A statue of Fythele carved in cedar and stands before the door leading to her priestess's chambers.

Tabby Angel is the priestess of Fythele. This indoor shrine is generally visited by the elderly and new mothers, thus remains empty most of the time. Tabby leads most religious activities south of Gilby Hall, in Gilby Orchard where they faithful can commune with fairy spirits in a naturalistic surrounding.

TABBY *(She is a neutral good female Halfling 5th level cleric. Her vital stats are HD 5d8, Hp 28, AC 16. She carries a +1 quarterstaff.)*

Tabby has a half dozen potions of cure light wounds for sale at the list price.

RELATIVE THREATS

There are few relative threats in the area of Gilby Hall as it is well policed by halfling patrols in the area who quickly pincushion any would be dangers.

10. Gilby Fine Arts Gallery

Paintings, sculpture, and splendid quilt patterns are all hung here along with rare paintings from far flung regions of the world valued. The rare artworks are guarded with magic mouth spells cast upon them by a traveling wizard some years past. 5 of the paintings are worth 500-1000 gp each depending on the fence and the abilities of a rogue to fast talk a better deal for them. Eisner Winebarrel also oversees this gallery in his capacity as Fine Arts director.

THE VILLAGE OF MISH

POPULATION: 190 (mostly elderly and children)

The Village of Mish sits in the verdant western plains of Karbosk. The manor of the village's leader, Lord Ioseph Pavel, lies at the north end of the village, with the remainder of the village's buildings stretching out to the south along the river. The village consists of Pavel Manor and some thirty-two lesser buildings, some of which are shops, inns or other types of public establishments and the rest being family homes. With the exception of Pavel Manor, the village structures are all one and two-story buildings of log construction and covered with thatch roofs. Pavel Manor is a stone keep that reflects a fairly high degree of Dwarven craftsmanship. In addition to the structures that are considered to make up the village of Mish, there are numerous homesteads dotted around the countryside surrounding the Village of Mish and its sister villages where farmers, ranchers, and herders make their humble homes. These rural folk prefer the openness of the country to village life, but rely on Lord Pavel for their security.

THE RESIDENTS OF THE VILLAGE OF MISH

The majority of the residents of Mish are human, though there are a few residents of the other fair races that call Mish their home. The residents tend to dress in loosely fitting wool clothes in the cooler months of the year, adding on multiple layers, and then animal pelts, in the coldest part of the year. In the warmer seasons, the simple folk of Mish substitute basic clothing made from natural fibers gathered from the surrounding fields and flint hills for their woolen clothes.

Given the relatively small size of the village and the close-knit nature of the families and other residents living in Mish, there are not any groups within the community that cause division or seek to promote discord among their neighbors.

Places of Interest

A. Pavel Manor

The personal residence of not only Lord Pavel and his wife Gretchen, but their two sons Gabor and Mikko, their two daughters Else and Marta, their nephews Klaus and Jorge, and their niece Kira. Additionally, the village cleric, Father Niels, a follower of Vanium, resides at Pavel Manor. Of Lord Pavel's entire household, only his wife, two daughters, nephew Jorge, and niece Kira remain in Mish. The Pavel sons, nephew Klaus, and Father Niels accompanied Ioseph on the journey east to join up with the Duke's army.

The manor is a fortified stone structure, suited to handle the family, 10 servants, and 20 men at arms with 30 ft high stone walls and a crenellated roof with arrow slits arranged along its upper story. Currently only two men at arms are at the manor, providing security for the baron's wife and daughters.

B. The Knights End Tavern

The Knights End Tavern is a well run establishment, offering its patrons a good, hot meal, strong spirits, jolly company and a fine bed in a clean room. There are other less expensive taverns and inns in Mish, of course, but none can match the Knights End Tavern for quality and customer service. The Tavern is run by a halfling named Gavin Tumbledown, a former adventurer and one time resident of Dro Mandras. Gavin was a fairly successful adventurer in his younger days, making enough money to buy and operate the Knights End Tavern as he sees fit. Gavin's cousin, Teredoc Tumbledown, is the proprietor of The Bottomless Tankard in the Village of Havel. Every summer, these two taverns sponsor village fairs in both Mish and Havel. The cousins Tumbledown take great pride in these fairs, and especially in the main events, which feature a chef's challenge and cook-off between The Knights End Tavern and The Bottomless Tankard.

The Knights End Tavern is a two story inn, with the tavern being on the main floor and the rooms for rent on the second floor. Gavin charges 2 gp per person per night for his rooms, and he rarely has more than one or two rooms available on any given night. His tavern offers several gormet menu items, and the menu changes seasonally. Of course, his chef's meals are considerably more elaborate than a mere bowl of stew and a stein of beer.

Gavin's office is at the back of the first floor, and his living quarters are adjacent to the office. He keeps both locked at all times. The storeroom is also at the back of the first floor, near the office, and only his most trusted employees have keys to the storeroom. There is a door in the floor of the storeroom which provides access to the underground storage facility for the Tavern's inventory of spirits which Gavin buys by the barrel. Gavin keeps around 1,200 gp on hand in his office, preferring to deal with his suppliers in gold coin. He keeps the rest of his profits, as well as his small fortune from his younger days, in a locked trunk hidden in his living quarters, under the rug in front of his fireplace.

Currently Gavin is concerned about his cousin Teredoc in Havel, having not heard from him in many weeks.

GAVIN TUMBLEDOWN *(He is a Neutral Good halfling fighter Level 3, HP 19, AC 14, prime attributes are his strength and his dexterity, significant attribute is his 18 dexterity, carries a +2 short sword, a +1 dagger, a +2 ring of protection, and 35 gp.)*

C. The Falconer

This is the personal residence of Otto Varshoon, a long since retired adventurer of local fame. In his younger days in the service of the Duchy's military, Otto cut an impressive swath through the ranks of the enemies of state on a regular basis. Later, as he grew tired of the soldier's life and came to have a greater appreciation for older spirits and fine women, he sold his sword to the highest bidder as a mercenary. Otto grew tired of the mercenary's life, too, and eventually formed a small expedition company. This endeavor turned out to be his most profitable ever as his expedition company was quite successful, giving Otto the opportunity to retire at an early age and pursue more civilized interests. Otto is one of the elderly men of Mish, and as such he stayed in the village when Lord Pavel left with the army headed east.

As a man of the outdoors, Otto always had an admiration for the beauty and gracefulness of birds in flight. This admiration led Otto to acquire a number of species of birds, which in turn led him to become a falconer. His messenger birds command a premium price, even in this part of Karbosk, with fully trained messenger birds commanding a purchase price of 1d6+5 gp. In addition, his trained falcons are very capable hunters and are in great demand. Otto routinely gets 15-20 gp for each fully trained falcon that he sells. Furthermore, Otto serves the Duke as well as the House of Pavel as the official messenger bird trainer and falconer of the Duchy. Otto's birds relay frequent messages from the war's eastern front to various relay stations west of the Mandras River and all the way to Dro Mandras.

OTTO VERSHOON *(He is a NG human fighter Level 5, HP 45, AC 16 , prime attributes are strength, constitution, and intelligence, significant attribute is his 18 strength, carries a +2 longsword, 75 gold pieces in a belt bag, wears a +2 robe of protection over heavy traveling clothes, a set of bracers of protection +2 , and a ring of protection +2. Otto has 3,580 gp worth of gold and gems in a trunk hidden n the basement of his home.)*

D. Pavel Gardens

This encounter area is actually a fairly large tract of land, between four and five acres, outside the walls of Pavel Manor that Ioseph and Gretchen have set aside for development as a exotic flower and unusual plant garden. The gardeners' shack has been built, which provides a place for storing the gardeners' tools, potted plants awaiting transfer to the garden, the young plants that have been started as seedlings and the like. The construction of the garden itself has commenced, with the perimeter having been laid out and some of the ordinary native plant life therein having been removed to make way for

a number of exotic flowering shrubs. These shrubs have been planted in and around portions of the gardens, as have several small fruit-bearing trees.

However, with the call to arms, progress on the construction of the gardens has all but come to a halt. The village laborers that had been doing the bulk of the site preparation for the gardens, as well as all of the heavy lifting for the gardens, have joined their Lord in the march to the east. The only remaining workers at the gardens are the two elderly master gardeners who have been at the center of this construction project. The master gardeners are a couple that have been married together for more than 40 years. During the morning hours, and as late into the afternoon as they can tolerate the heat, the master gardeners can be found in either the gardeners' shack (30%) or in the gardens themselves (70%). Outside of daylight hours, they can be found in their modest home in the village.

It is rumored that the gardeners' shack was built on the entrance to an underground cave complex in the area. Supposedly, Lord Pavel had the gardeners' shack built precisely where it was built to hide the cave's entrance so that his own children and those of his charges wouldn't get lost in the caverns. Of course, this rumor has neither been confirmed nor proven false by anyone in the village because the gardeners' shack has been there for as long as anyone can remember, and no one in the village has had unsupervised access to the gardeners' shack.

EERIK BERGLUND *He is a Neutral, human druid Level 4, HP 17, AC 12, prime attributes are wisdom, strength and intelligence, significant attribute is his 17 wisdom, carries a +2 ring of protection and a non-magical walking staff.*

TUULA BERGLUND *She is a Neutral, human female druid Level 4, HP 18, AC 11, prime attributes are wisdom, intelligence and constitution, significant attribute is her wisdom, carries a +2 ring of protection and a non-magical walking staff.*

E. Bela the Horse Trainer

Bela's serves many purposes for the people of the village of Mish. First and foremost, Bela is a horse trainer and she is good at her craft. She charges from between 5 sp to 1 gp per day to train a horse. Since each horse that is brought to Bela for training is different, and also since each customer potentially has a different goal in mind for the training, Bela's fees can and do vary. On average, she spends 1-6 weeks training horses under her tutelage.

Beyond her services as a horse trainer, Bela has a horse barn for residents or travelers visiting Mish that need to stable their horses for a night or more. Under more normal circumstances, Bela would have 4-16 horses stabled on a given night. However, with the invasion, business has slowed down considerably for Bela. This suits Bela just fine since she went with Lord Pavel on the march east. Bela's kid sister Nia stayed behind in Mish and is tending the stables. Bela charges 5 sp to stable horses over night, which also covers feeding and a good brush down.

Some in the village were surprise that Bela went off to fight in the Duke's war, with her being a woman and all. But, those that hold that opinion of her don't really know Bela, for she is an accomplished warrior and outdoorsman. In fact, she has been known to disappear for a few days at a time for no apparent reason. For those that know her well, though, it is obvious that Bela slips away to seek treasure and adventure just beyond the quiet confines of the village of Mish. Bela keeps 20-80 gp in a small lockbox in her kitchen. She also has a small trunk hidden under a loose floor board in the barn, in which she keeps her modest treasures of 575 gp worth of coin, gems and odd trinkets, as well as what remains of her meager inheritance from her parents: 75 gp and a crudely drawn map of some underground caverns on the outskirts of the village. Nia knows nothing of the trunk hidden in the barn.

NIA *(she is a Neutral Good, human female commoner, HP 3, AC 9, her primary attributes are wisdom, dexterity and intelligence, significant attribute is her 14 wisdom, carries short sword, pitchfork, and a walking staff.)*

F. Jarmo the Carpenter

Jarmo is one of the hard luck cases in the village. By training, he was a foot soldier in the Duke's army. But as luck would have it, he was unable to handle the brutality of war and became slightly unstable mentally. Jarmo turned to drinking and became an alcoholic almost over-night. The army discharged him and sent him back home where he was met with disgrace and contempt.

Only through his abilities as a carpenter has Jarmo been able to begin to cast off the negative image that many have of him. Jarmo can build most things usually made of wood. He has made furniture, farm tools, small out buildings, and even one or two small houses. He usually charges 10 sp per day for any normal wood projects he is consigned to work on.

Most nights, Jarmo can be found at the bottom of a beer glass at one of the local watering holes. At the present time, he is not welcome at The Knights End Tavern because he has an unusually large bar tab that continues to be unpaid. This does not disturb Jarmo in the least as he believes that The Knights End Tavern charges too much for their spirits anyway. For a few glasses of cheap beer, Jarmo can be talked into sharing stories of his journeys around the Duchy with the army, before the war made things all crazy. For a few more beers, Jarmo will be drunk enough to share the details of a couple of caves that the army discovered in the hills beyond the Villages Five. These caves were only slightly explored and mapped by the army. Generally, the army preferred to collapse the entrances to such caves over spending the time and effort to explore them. Jarmo's recollection of the locations of these caves is remarkably accurate, but then again he has a set of maps that he made and which he keeps hidden in his home.

JARMO *(NG human fighter Level 1, HP 5, AC 10, his primary attributes are strength, dexterity and constitution, significant attribute is his 16 strength, carries a hammer and nails, ruler, and 18 sp.)*

G. Reija the Herbalist

Reija is a rare herbalist, in that she is elven in this mostly human village. Her love of all things herbal becomes quite obvious when you enter her shop as there are live plants everywhere and dried herbs on every horizontal surface you can see. She has set up drying racks in various places around the shop. She sells spices to the inns and taverns in the area, salts and other cures to her neighbors, spice rubs and salts to the farmers to help preserve their meats, and barley and hops to Heinrich the Master Brewer (from the Village of Gaspar) for his master brews. She sells curative herbal mixtures to touring adventurers, and helps the Berglunds with their seedlings of some of the rare plants for the gardens.

Since Reija's human husband and half elf son left Mish with Lord Pavel, she has been exceptionally lonely here lately. She has poured herself into her herb shop, cleaning and pruning and peddling her goods all around the region. As a result, she has made out pretty well, given the overall slowdown of business in the village.

REIJA *(She is a Lawful Good elf Wizard 5, HP 12, AC 10, prime attributes are intelligence and charisma, significant attribute is her 17 intelligence, she carries a non-magical spade, pruning clippers, a small kitchen knife, a wand of magic missiles and 2 potions of cure light wounds. Reija keeps 1000 gp worth of rare herbs and material spell components in her cottage. Her typically memorized spells are 0th—Arcane Mark, Dancing Lights, Detect Magic, Mending, Prestidigitation. 1st—Jump, Sleep, Shield, Magic Missile. 2nd—Detect Thoughts, Locate Object, Mirror Image. 3rd—Clairaudience/Clairvoyance, Suggestion.)*

THE VILLAGE OF GASPAR

Population: 190 (Mostly elderly and children)

The Village of Gaspar rests snugly in the vale where the Lower Kissarock, one of the many branches of the Kissarok River, feeds into the main branch of the river of the same name, in the western plains of Karbosk. The surrounding land is very fertile and the area's farms are quite productive, to the enjoyment of all in the region. The Lord of Gaspar is Fyodor Ivanek an elderly landholder that is loved by those under his charge. Given the dark times at hand, Lord Ivanek's daughter and seneschal Julia Gustaffson takes a hard line with outsiders that give her reason to be concerned with their presence in the area.

Places of Interest

A. Ivanek Castle

Ivanek Castle, a near perfect pentagon shaped two story castle, boasts five towers with three catapults and two trebuchets. Fyodor Ivanek's wife preceded him in death many years ago at the hands of some ruthless warlord from a distant city-state. Lord Ivanek shares the castle with his two sons and two married daughters, as well as the cleric from the local temple of Taxus, Father Dmitriy. Anzori Ivanek, the elder son of Fyodor, and his younger brother Olle tend to the family's farm on the outskirts of the village when not on duty in the local militia. Ivanek's two sons-in-law, Seppo Gustafsson and Daavid Nyman, have left the village of Gaspar to join up with the Duke's army for the ongoing war east of the Mandras River.

B. The Trail's End

Catering to the weary traveler and the worn out explorers, the Trail's End inn appears to be, at least to the untrained observer, a rough and tumble place of gambling, dining and dancing. And while that assessment is true to a degree, the inn is actually a very respectable place for a meal or a good night's sleep.

The common room at the Trail's End can comfortably seat 25 and uncomfortably seat 30-35 patrons. On any given night, at any time before 10:00 in the evening, one can generally find 20 or so patrons and diners in the common room. The Trail's End also offer 8 nice, clean rooms for rent, all of which come with a complementary bath and shave, if desired.

Typical dishes offered patrons at the Trails End include:	
Fried chicken	(1 gp)
Roasted boar	(1 gp)
Grilled deer steaks	(2 gp)
Their signature dishes are:	
Grilled pheasant	(2 gp)
Grilled maginaw fillets served fresh every day	(3 gp)

Of course, the chef at the Trail's End also makes exceptional soups and stews, which are generally offered year round. These tend to be much less expensive meals and so are always in demand by the locals. Regardless of the entrée, the meals at the Trail's End inn are all served with tasty bread or crusty rolls from Sybilla's bakery in the village of Jorgen.

The Trail's End Inn is owned and operated by an honest and hard working proprietor known as Viktor Tarkinov.

VIKTOR TARKINOV *He is a Chaotic Good human ranger Level 6, HP 40, AC 12, prime attributes are his strength, dexterity and constitution, with his significant attribute being his 18 strength, carries a +1 long sword and +2 shield when traveling, keeps a +2 ring of protection on his person at all times. His life's treasures and what his has made from the Trail's End are kept in his living quarters on the second floor of the inn, in a locked trunk hidden in a false wall in his bed room. He keeps his quarters locked at all times.*

C. Bronislaw the Weapon Smith

Bronislaw is a weapon smith, specializing in non-magical swords, shields and the like. He has a great reputation among the local village guard as well as the surrounding region for making high quality weapons that can withstand years of hard service. It is even rumored that Bronislaw has on occasion constructed special weapons that were later enchanted to improve their effectiveness. Of course, Bronislaw cannot imbue such weapons with magical properties himself, but that is neither her nor there.

BRONISLAW *(He is a Neutral Good human fighter (weapon smith) Level 4, HP 28, AC 11, prime attributes are his strength, constitution and intelligence, with his significant attribute being his 18 strength, carries several hunting knives and an exceptional short sword, wears a long traveling cloak, and keeps 20 gp on his person. The remainder of his life savings is held in the treasure vault of Ivanek Castle for safe keeping.)*

D. The Wheelwright's Shop

The Wheelwright's Shop is owned by the only known wheelwright in the region: Luukas Weckman. Luukas' shop is located where the Lower Kissarock River passes by the northern side of Gaspar. His shop is larger than the average sized shop in the village, owing to the number and size of woodworking equipment Luukas uses in his trade. The Wheelwright's Shop makes use of the plentiful water flowing of the Lower Kissarock River to power much of the equipment in the shop, which mostly explains the complexity and productivity of Luukas' Wheelwright Shop.

Luukas has traveled extensively throughout the Duchy, delivering his wares, taking new orders, and picking up broken wheels in need of repair. Because of this experience, he has developed a great knowledge of the byways and back roads of the Duchy. Cartographers often call on Luukas to clarify locations of roads, villages or other landmarks when updating the Duke's maps of his realm.

LUUKAS *He is a Neutral Good human expert wheelwright, HP 12, AC 10, prime attributes are his strength, constitution and intelligence, significant attribute is his 16 strength, carries various carpenter tools with him all the time, including a couple of saws, several planes and numerous chisels, as well as a woodworking hammer. Only carries nominal coinage on his person for fear of being robbed or loosing it outright.*

E. Thornharn Fairhammer's Shop of Masonry

Thornharn Fairhammer's masonry shop was built by the dour dwarf himself and reflects his personal taste in architecture forms, building materials and aesthetics. The shop serves as both his place of business as well as his personal residence. The ground floor houses his office, his workshop, where custom stonework projects are brought to fruition and where his personal tools are kept, his warehouse, where the finer stone inventory is stored and where his wooden scaffolding is stored when not in use, and the tool room where his employees' tools are stored between jobs. The upper level of the building is comprised of his personal residence and the apartments of his two adult sons that are living with him at this time. Both of these sons work for Thornharn in the masonry business, though they are not in Gaspar at this time.

THORNHARN FAIRHAMMER *He is a Neutral Good Dwarven fighter level 3, HP 24, AC 12, prime attributes are his strength and constitution, significant attribute is his 16 strength, carries mason's hammer and other tools, wears leather outer garments (breaches and top coat) to protect himself when working with stone (approximates leather armor).*

THE VILLAGE OF JORGEN

POPULATION: 140

Although 65% human, the Village of Jorgen boasts a large population of dwarves, further refugees of the dwarven Diaspora from the troubles plaguing the dwarven fortress of Fanderburg.

The Village of Jorgen, pronounced "Jorgen" by outsiders but more correctly pronounced "Yorgen" by its natives, sits squarely on a small but prominent foothill in the western plains of the Duchy of Karbosk. The residence of Jorgen's leader is called Ognir Keep, named after Lord Radim Ognir, himself one of the Duke's most loyal supporters and an accomplished field commander. The three-story keep was built on the high point of the village's foothill, and also represents the center of the village geographically. Beyond Ognir Keep, the village of Jorgen is comprised of some 45 shops, taverns, inns and other structures of a general commercial nature, as well as numerous homes, barns and out buildings used as residences and farms. In addition, there are numerous homesteads dotted around the countryside surrounding the Village of Jorgen where farmers, ranchers, and herders make their humble homes.

Most of the homes and shops in Jorgen are of split log construction with thatched roofs. The Grey Griffon Inn and a couple of the older shops are of native stone construction. In an earlier day, a different Grey Griffon Inn stood in the very same location as the current Inn, this one built out of cut logs and thatch. Also in that day, the Inn reflected a different role in the life of the village. However, an orc war party staged a raid on the village many years ago and burned the timber structure down to the ground. Feeling somewhat responsible for the damage caused by the orc raiding party, Lord Ognir commissioned the reconstruction of the Grey Griffon Inn. At his direction, the building was expanded and reconstructed out of native stone by Dwarven master masons. In time, the Inn has become a significant center of village life for the people of Jorgen.

Places of Interest

A. Ognir Keep

Ognir Keep was constructed out of native stone by the Dwarven masons. Given the size and population of Jorgen, Ognir Keep is indeed quite large enough for all of the villagers to be housed safely inside the walls of the keep in times of trouble. Allegedly its sub-basements and dungeons drive deep into the heart of its hill. In return for the high degree of security and safety Ognir Keep offers, the residents of Jorgen and the surrounding area gladly provide their lord with more than adequate supply of goods and foodstuffs.

Ognir Keep is currently guarded by a dozen men at arms.

HUMAN MEN AT ARMS *(12): Hp 8, AC 15, Heavy Crossbow, Halberd.*

B. The Cobbler's Sole

Vesa Dorgar runs the Cobbler's Sole, a shoe repair and general leather goods business, from the small shed behind his home. The shop has a single entrance and is divided between two rooms: the front room serves as a bit of a show room and customer waiting area, while the back room serves as the workroom and store room for Vesa's business.

Vesa keeps all manner of shoes, boots, capes and gloves, as well as more exotic leather articles on hand in his shop. The following is a rough guideline for pricing new goods for sale at The Cobbler's Sole. These prices may be compared to the standard price list for beef leather goods as presented in the Castles & Crusades tm Players Handbook.

Article	Price - Buffalo Leather	Price - Deer Leather
Belt	8 sp	1 gp
Boots, Heavy	13 sp	18 sp
Boots, Soft	5 sp	12 sp
Cape	11 sp	2 gp
Gloves	12 sp	2 gp
Hat	6 sp	2 gp
Shoes	4 sp	8 sp
Waterskin	14 sp	2 gp
Backpack	26 sp	4 gp
Saddle Bags	50 sp	—
Riding Pants	1 gp	2 gp

The Cobbler's Sole also repairs leather goods for nominal charges and depending upon the extent of the repairs needed.

VESA *(He is a Neutral Good human 3rd level fighter whose vital statistics are, HP 20, AC 12. His primary attributes are are strength, constitution and dexterity. His significant attribute is his 18 strength, carries no weapons to speak of but can employ any number of cobblers tools (leather knife, awl, pick, hammer) to defend himself, wears leather pants and apron that affectively gives him a +1 to AC, keeps 110 gold pieces and 205 silver pieces in a lockbox that is either with him in the shop or is hidden in his house under his bed.)*

C. Holso's Blacksmith Shop

Holso operates a blacksmith shop of the same name out of a barn on the edge of town. The barn is of split log construction, but unlike many of the other buildings in Jorgen, is covered with a wood frame roof. Holso insisted upon this when he decided to build a new building for his shop as his previous blacksmith shop burned to the ground, in part because of the thatch roof it had.

The Blacksmith's Shop is being tended to by Holso's younger son, Yegor, since Holso and his older son Orel have joined the Duke's army in the east. Holso's wife ran off with a traveling merchant that passed through Jorgen many years ago. She had come to hate her life in Jorgen and wanted more than Holso was prepared to give her to stay. Neither Holso nor his sons have heard from their mother in almost five years.

HOLSO *(He is a neutral good 2nd level fighter whose vital statistics are HP 13, AC 12. His primary attributes are strength and Intelligence. His significant attribute is intelligence 12 and wisdom 8. He keeps a hammer and wears a leather apron which gives him an AC bonus of +1. The shop's strongbox is locked (CL 5) and contains 100 gp.)*

Yegor (He is a lawful good commoner whose vital statistics are HP 5, AC 10, primary attributes are strength, intelligence and dexterity, with his significant attribute being his 16 strength, carries blacksmith's hammer and 45 sp.)

D. The Grey Griffon Inn

The Grey Griffon Inn is a very large inn, even by Dro Mandras' standards, with room to seat up to 80 patrons in the common room for dining and twenty separate rooms for rent for overnight guests. One of the natural consequences of the Inn's size is that the common room is used for some of the village's informal town hall meetings. Additionally, the Inn has become something of a place for social gatherings between the village's residents.

For the discriminating patron of the Inn's common room, the dinner menu is extensive, offering the following dishes.

Buffalo steak:	2 gp
Grilled wild turkey legs:	1 gp
Rack of lamb:	2 gp
Grilled ironhead fish:	2 gp, 5 sp
Largest pork chops in the Duchy:	1 gp, 5 sp

For patrons with less cultivated palates, the Inn offers a variety of stews and soups, including buffalo and vegetable, choice grade beef stew, turkey and dumplings, and ironhead chowder. The soups and stews generally cost 1 gp per serving. The Inn keeps a variety of wines and spirits in stock, and like the meals offered, the quality and the cost of the wines and spirits vary from the refined to the mundane. Of course, the more affluent patrons of the Grey Griffon Inn ask for master brews made by the Master Brewer Heinrich from Gaspar.

As mentioned elsewhere, the Grey Griffon Inn was constructed from native stone by Dwarven master masons. Coupled with the sheer size of the Inn, the stone construction has a tendency to make the Inn stand out among the village.

The Inn is owned and operated by Mandrake Karhu, a former resident of Dro Mandras. In his younger days, Mandrake was something of a traveling gambler. By his 20th birthday, he had won and lost a dozen homesteads and farms. By his 25th birthday, he had been banned from most of the gambling establishments in Dro Mandras. By his 28th birthday, he had acquired enough personal wealth that he was able to retire from gambling. He settled down in Jorgen, eventually taking over the Grey Griffon Inn from its former owner. There is speculation that Mandrake won the Grey Griffon Inn in a private card game, and Mandrake expends no effort to prove otherwise.

MANDRAKE KARHU *(CG human rogue Level 5, HP 27, AC 13, prime attributes are intelligence, constitution and dexterity, with his significant attribute being his 16 dexterity, carries a +2 ring of protection, a +2 dagger and 145 gp.)*

Mandrake keeps his life's treasures hidden in the basement of the Inn in a locked and reinforced stone trunk. The trunk contains, among other things, several 12 inch gold statues of various gods of the known religions, a dozen large rubies, several gem encrusted pieces of jewelry, and Mandrakes other prized weapon, a +2 rapier with a gem encrusted pommel and rune-etched blade.

THE VILLAGE OF KAMILLA

The village of Kamilla is one of the older villages in the plains-region of the Duchy. The village is located on the site of an abandoned town, the name of which has been lost to the ages and whose buildings fell into ruin several hundred years ago. Scattered about the village and the surrounding countryside are the telltale signs of a former civilization: a few remaining patches of a stone roadway or walkway here, a weather-beaten cornerstone of some significant structure over there, a fallen and decrepit statue to some unnamed god over by the village cemetery, and the crumbling remains of a stone bridge that once provided safe passage across the Durko River that flows nearby.

The village of Kamilla is comprised of the lord's keep, Ezak Castle, and some 25 shops, stores and other buildings wherein the residents of the village ply their trades, peddle their wares, and make their homes. There are several buildings in the village that are of stone construction, notably Ezak Castle, the temples, and Gareck Glitterstone's Gemshop. The remaining buildings in the village are of wood frame construction with thatch and tar composition roofs.

Kamilla is home to some 80 able bodied men and women and another 70 residents of the elder and younger generations. The residents generally consider themselves blessed for their station in life, but almost to a person view the current troubles besieging the Duchy in the east the result of a leader, in this case the Duke, who has turned away from his god and is now being punished. Whether or not the Duke has turned his back on his god is very much an unresolved matter. But the people of the village have been stirred up to a boil by the local clerics, who for some unknown reason seem to have something to gain by having the locals set against the Duke and the churches in Dro Mandras.

Important Locations

A. Ezak Castle

Ezak Castle was built by the Dwarven craftsmen that the Duchy brought in centuries ago to build the fortresses and keeps that have kept the region safe for many years. The natural stone was quarried to the south of the plains and brought overland to the building site by cart and wagon train. Lady Larissa of Kamilla makes her home in Ezak castle, being the great-granddaughter of Lord Ulik Ezak, a great hero whose family has long been in the service of the Duke.

The young Lady Larissa follows in the great traditions of her sires, and even now rides in the service of Duke Mandras V, as her father Bratislav fell recently in battle against the forces of the Weakling Princes of Rodensia.

The castle is a simple rectangular two-story keep features one gate and towers at the corners of the structure. The village supplies half-dozen able-bodied men to garrison the keep and man the gate on rotating shifts. The garrison was larger at one time, but half of them left Kamilla some time ago to make the march east to join up with the Duke.

B. Petri's Leather and Harness Shop

This small, fairly nondescript two-story building sits on the edge of Kamilla. Behind it, and stretching away from the village for several acres, are a series of horse pens. Grazing about the pens are 10-20 beautiful horses of a variety of breeds. All of the horses look well fed and expertly cared for. Past the horse pens is a small outbuilding, obviously a small stable, and beyond the stable, a small herd of cattle can bee seen with their herder.

This is Petri's Leather and Harness Shop and the residence of Petri and his small family. Petri makes and sells leather goods, tack, harnesses, and other goods of a like nature in his shop. Like many of his friends and neighbors on the Karboskian plains, Petri buys his materials from local merchants, the nearby metallurgist, and farmers and ranchers. The quality of his workmanship is second to none in the Duchy. Peti's prices reflect this high degree of craftsmanship, commanding up to 200% of prices on similar goods in other areas. Petri has an ongoing arrangement with the Army as one of the suppliers of leather goods for the mounted calvary and infantry divisions of the Karboskian army. As such, Petri's goods are always in demand and he has been afforded the luxury of providing quite nicely for his family. Nevertheless, he does accept custom orders for unique or one-of-a-kind articles as time allows.

Petri, his wife Vearta, and their sons Paggo and Kearin all moved west as the Duchy became overran with the invading forces from the east. Unbeknownst to most of the villagers in Kamilla, Petri is a descendant of a noble family from the lands to the east, far beyond the occupied principalities of Karbosk. His ancestor's noble house and centuries long rule was overthrown in an uprising that saw most of Petri's family put to the sword. Petri, then a young man that was wise beyond his years, escaped certain death by appealing to the base instincts of his assassins: he bribed his would-be killers with a small portion of the family's wealth he had access to at the time. Petri was able to recover a small fortune for himself before he disappeared from his homeland forever.

Petri quickly made his way west, eventually ending up in the Duchy of Karbosk. He met, and married, a young woman of common lineage that was also a refugee of his homeland. Together they set about building a new life for themselves in the Duchy of Karbosk.

Petri has started making plans to return to his homeland someday to recover more of his family's wealth, if not their position. However, the current state of affairs in the Duchy makes such an expedition even more dangerous to consider. So, Petri is biding his time laying out his plans.

PETRI *(He is a lawful neutral human noble ranger Level 4, HP 28, AC 9, prime attributes are charisma, wisdom and strength, significant attribute is his 16 strength, carries small backpack, a +1 hunting knife (dagger) and 300 gp at all times.)*

C. Gareck Glitterstone - Gemologist

This small building stands out in the quiet village of Kamilla for a couple of reasons. The first thing that draws the attention of passers-by is the ornate stonework and the obvious attention to detail that was paid when the building was built. The building shares many architectural characteristics with much larger structures, particularly castles and keeps: crenellations, stone archways over the doors and a pair of small, stone gargoyles keeping their silent watch from the stone ledge above the entryway. The other feature that stands out about this building is the bright red door with a fist-sized diamond mounted in the middle (alas, the diamond is nothing more but a masterful fake).

There can be no mistaking that this is the shop of Gareck Glitterstone, Gemologist, master stone cutter and master craftsman of all manner of fine jewelry. Gareck Glittestone spent many years learning how to grade gems and cut raw gemstones, and to fabricate jewelry, from a grandmaster craftsman in Dro Mandras. Most of the gemstones that Gareck uses in his craft were mined by a trusted partner from a mining site in the Yakkov Hills far Northeast of the Karboskian plains. The gemstone rich veins have almost run dry, but Gareck and his partner have hopes for a new mining site they have recently opened not too far from the old mining site.

Gareck keeps only a small quantity of gems and a small number of valuable jewelry on hand in his shop, despite his four hired guardsmen that are on duty (in pairs on rotating six hour shifts). The balance of his not so small fortune has been divided up and is being stored in a couple of secure locations: Gareck keeps half of his personal wealth in a secure vault within the Lords' treasury underneath Ezak Castle, one fourth of his personal wealth in the treasury of one of the churches in Dro Mandras, and the remaining one fourth hidden and guarded in a hilltop cave deep in the Highlands.

GARECK *(He is a Lawful Neutral Dwarven noble gemologist. His vital statistics are HD 3d8, HP 16, AC 12, prime attributes are physical, significant attribute is his 16 strength, carries small backpack, a +1 hunting knife (dagger), a hammer/pick and 300 gp worth of gems at all times.)*

GUARD (4) *(They are lawful neutral human fighters Level 4. Their vital statistics are HP 28, 29, 30, 29, AC 14. Their prime attributes are strength, wisdom and constitution, significant attribute is their 17 strength. They carry small backpacks, +1 short swords and 50 gp at all times.)*

D. Lse Paju – Rope and Rug Maker

The shop of Lse the Rope and Rug Maker is a clean and tidy place, owing to the fact that Lse has a very large family that helps keep the place in order. Lse's husband, Klaude, left the village to meet up with the Duke's army, leaving Lse and her five children behind. The oldest of the children is 13 years old and the youngest is 3 years old. In addition, Lse's aging mother lives with them.

Lse does a lot of her weaving beside the large hearth in the main room of the wooden structure. There are two lofts above the main room - one on each end - which serve as the family's sleeping quarters. The store room is adjacent to the main room, as is the room which Lse's mother has claimed as her own.

Lse makes all manner of ropes, twines and strings, as well as rugs and floor covers of many shapes and designs. She also makes blankets for beds, horse blankets and other similar types of goods. She uses many natural fibers, as can be found on the Karboskian plains, as well as the woolen fibers that the herders bring to town with which to barter.

Although as yet unknown by Lse's family, her husband was something of a successful adventurer in his younger days. He traveled beyond the borders of the Duchy in search of fortune and glory, and brought home a knightly treasure horde that would have made many a noble family looked impoverished by comparison. Much remains of Klaude's early wealth, as he was a very careful steward of his resources. There is a small cache of gold and small gems hidden beneath the floor boards in Lse's mother's bedroom. The balance of the Paju family stash is being held in trust by the Lord of the village in Ezak Castle.

Klaude has hidden in the cache beneath his mother in law's bedroom a map to a site of unexplored ruins high among the highlands to the north. Klaude was making plans to travel to the highlands for an initial exploration of the site when the Duke's call to arms came thundering across the plains.

LSE PAJU *(She is a lawful good human. Her Vital Statistics are HD 2d6, HP 5, AC 10. Her prime attributes are wisdom, constitution, and dexterity, significant attribute is her 17 dexterity, carries small pouch, a non-magical hunting knife (dagger) for safety, and 36 gp at all times.)*

E. Tuomo Korjus - Furniture Craftsman

This large wooden-frame building is the workshop and home of Tuomo Korjus, a furniture craftsman and specialty carpenter. Tuomo's workshop has all manner of mechanical woodworking tools, many of them powered by his small herd of mules. Tuomo can build almost any piece of furniture a customer could want. He makes use of many different kinds of woods, and the employs woodcarving to detail many fine scenes on his pieces. Tuomo does on occasion take on specialty or general carpentry work, when business is slow or he is in need of some extra gp to make ends meet.

Tuomo's two sons work with him in the workshop and are learning his trade. Whereas Naskhida, the elder son, has shown

a good aptitude for learning from his father, Phephel, the younger son has little interest in developing his woodworking skills. He is much more interested in pursuing his fortunes on his own, out on the open road. Phephel dreams of becoming an adventurer, seeking out great fortunes and exploring the world. He spends most of his evenings in one or two of the local taverns, listening to tales of great fantasy told by adventurers passing through or by some of the locals that know of such heroes. Because of this, young Phephel is very familiar with several locations that hold promise for exploration, whenever he decides to make such a change in his life.

TUOMO *(Neutral Good Human commoner Level 3, HP 14, AC 10, prime attributes are strength, wisdom and constitution, significant attribute is his 17 strength, carries a small satchel, a masterwork knife (carving knife) and woodcarving mallet, 25 gp at all times.)*

NASKHIDA *(Lawful good Human Commoner, HP 9, AC 10, prime attributes are strength, constitution, and charisma, significant attribute is his 17 strength, carries a food bag and water skin, a long-handled wood chisel and mallet, and 12 gp on his person.)*

PHEPHEL *(Neutral Good Human Commoner HP 8, AC 13. Prime attributes are strength, dexterity and constitution, significant attribute is his 17 dexterity, carries a masterwork short sword, small backpack, and 15 gp at all times.)*

F. Rustam Steppenov – Wagon Wright

The Wagon Wright's shop is located near the center of the village of Kamilla and is one of the older buildings in the village, having been built on the site of the prior town. The shop is very well maintained and a cheerful place to visit or do business. The shop has two sets of double doors on the main floor, one set opening to the south and the other set opening to the east. This allows the owner and his workers to bring projects as well as materials into the shop from either of two directions. The second story of the shop provides the owner and his wife a comfortable home

Rustam Steppenov has operated his wagon wright shop in the village of Kamilla for nearly 25 years. He constructs a variety of sizes and types of carts, wagons, and larger trailers. His carts are as small as what would be needed to hall goods home from the merchant's stores, while his larger trailers and wagons can be pulled by either a team of oxen or a team of horses. Rustam has a well-deserved reputation for the quality of his wagons, and his wagons can be found as far north as Dirty Bowbe's Roadhouse and as far south as Dro Mandras itself. Rustam burns a very stylistic and distinctive "R S Wagons" into the sideboards of all of his carts and wagons.

As needed or requested, Rustam also repairs wagons for his friends and customers. He is not particular when it comes to repair jobs – he'll fix, and often improve, wagons made not just by himself but by anyone.

RUSTAM STEPPENOV *(He is a Lawful good Human, her vital statistics are HP 9, AC 11, prime attributes are strength, dexterity and constitution, significant attribute is his 17 strength, carries a masterwork carpenter's knife and hammer, small tool belt, and 5 gp.)*

MIRA STEPPENOV *(She is a Lawful Good Human Commoner, her vital statistics are HP 9, AC 10, prime attributes are dexterity, constitution, and charisma, significant attribute is her 17 charisma, carries a masterwork hunting knife (dagger) for safety, a small backpack, and 10 gp.)*

G. Greggor's Tavern

Greggor's Tavern is one of the less savory establishments on the Karboskian plain. It is a rough and tumble inn where the ale is warm, the stew is bland and is served cold, and the reception granted to both strangers and friends is as cold as steel. The kindly residents of the village have pleaded with Lord Ezak to close down the tavern that has become a brawler's haven. Strangely, the complaints die down whenever a village elder follows the Lord's direction and looks into having the tavern closed down for good.

Greggor's specializes in wild game stews and homemade bread. Greggor has several brothers and cousins that fancy themselves as great hunters. Whatever game they manage to kill is brought to Greggor's where the head is salvaged and made into a trophy for the walls of the common room and the meat is turned into the stew of the day. This menu, such as it is, appeals to the lowest of the low of the Karboskian society, among them fools that think of themselves as brave adventurers, as well as the poor and the disadvantaged in the Duchy.

Greggor himself was a common street thug that lived on the streets of Dro Mandras, taking what he wanted from whomever he chose and often killing his victims to ensure there were no loose ends to his deeds. He was, at one point, taken into custody by the city guard for his ruthless killing of an innocent mother and child. After having been found worthy of a trial, he was on his way to the long term holding prison, far beneath the city itself, when his escorts were assaulted by an unseen team of assassins. Greggor was released by the strike force but advised to leave the city as quietly and as quickly as possible. Greggor left Dro Mandras that night and made it as far as the village of Kamilla before halting his forced march. He quickly became an employee, and then the owner, of Sergei's Tavern, which was promptly renamed as Greggor's, following the former owner's unexplainable fall from the roof of the tavern.

GREGGOR *(He is a Neutral Evil Rogue Level 5. His vital statistics are HP 25, AC 13. His prime attributes are dexterity, constitution, and strength. His significant attribute is his 17 dexterity. He wears leather armor and carries a pair of masterwork hunting knives (daggers), a small backpack, and 10 gp.)*

HAVEL: THE SECRET THREAT

Word has not yet reached the four western villages of the horrors that have visited Havel since the start of the war. Not long after Yorgach's conquests began in the east, beasts from the Darkness erupted to the surface, led by the wicked Ogre brothers Yumble, Oibo, and Erash. Like thieves in the night did the ogres strike, with their minions in tow, plundering the once beautiful village of Havel, and dragging its survivors into the Darkness in chains.

Built not far from the headwaters of the Kissarock river, Havel was once considered one of the safest villages in all of Western Karbosk. With a pair of moats fed by the rivers gentle currents, a series of drawbridges kept foes out and insured that the Lords of Havel ruled from relative peace and safety.

Who could have known that the true foe of Havel would strike from below its well tilled soil!

A. Havel Cemetery

Nearly 200 graves once lay here, but are now unhallowed. Most of the graves in Havel Cemetery look freshly filled sometime within the last few months. Digging into any of the graves reveals an empty hole with broken coffin, hastily refilled.

B. Outer Moat

The outer moat circles what was once the residential section of the village. The slow moving waters of the Kissarock river flow here. The water is no more than chest deep to an average sized human, and prior to the slaughter of the village was filled with a variety of blue-gill, trout, and bull-head.

C. Outer Circle

The outer circle of Havel was once dotted with residences for over thirty families. Now their homes are nothing more than ash and ruin.

D. Inner Moat

The inner moat is filled with detritus of the onslaught that struck Havel from its core. Bits of rubble from the walls of Havel Keep clog the waters in some areas, as do timbers from its other structure, giving all a rather slow and pungent eddy of death.

E. Havel Island

Havel Island was the heart of the village, where its inn, several shops, craftsmen, and Havel Keep once stood.

F. Ruin of the Bottomless Tankard

Little remains save the foundations of this once proud Tavern and Inn. Teredoc, the tavern keeper was kidnapped and enslaved along with many of the rest of the residence when the unholy trio attacked.

The desiccated corpses of several goblins lie amongst the smoldering timbers.

The cut of their gear indicates craftsmanship akin to the hordes of Ulgakur; the more distinct mark of three bloody eyes set in a semicircle, each eye staring in a different direction more directly implies their allegiance to the Ogre Triumvirate.

G. Havel Keep

The ruins of Havel Keep imply that its destruction came from below rather than an outside force assaulting by siege. Literally its walls and structures have been torn asunder by some great power, including the explosive residue of goblin alchemy. Here too are indicated the indiscriminate use of magical attacks. A careful search of the rubble requiring a successful wisdom check (Challenge Level 6) finds a scrap of parchment with the following information.

DATED 6 MONTHS AGO

Contact was made with the ogres calling themselves the Triumvirate, who promised to put me in contact with their allies Pitch Blacksoul and Mistress Sinn. My most trusted guardsmen waylaid several foreign travelers that were given to the ogres in payment for the deal. Progress is moving swiftly on a treaty that should insure solid trade between my holding and their extensive contacts in the Darkness, so long as a continuous supply of slaves is given. I assume ten to twenty a month should be found without difficulty, so long as my son never become aware of the trade.

Duke Mandras would have my head as a traitor if he knew, however I believe an alliance with these dark elves of Ulgakur will grant me enough wealth to practically buy this Duchy for myself. At very least I can have myself declared Duke of Karbosk!

DATED 10 MONTHS AGO

Another batch of fresh slaves and the cadavers purloined from the local cemetery have been delivered through the ogre agents successfully. Mistress Sinn appeared within my chambers to thank me personally for the gift.

DATED 8 MONTHS AGO

The foolish Duke has made his arrangements known to the Barons. Assault on the Princes of Rodensia as soon as the spring thaw! I have appraised the Ogres that I shall be joining the Duke, intending to bring them a boat-load of prisoners for their pleasure. Always they ask for more and more slaves, and lately the locals have become wary.

The amulet that was given me by Mistress Sin will be secreted upon my person. She insures me that it will protect me in battle from Rodensian war wizards. She truly is a lovely creature, and I cherish our midnight interlude of five months past. Though like vapor she vanished before the sunrise, the warm amulet next to my heart fills me with the memories of her hot flesh against mine. .

In return for her gift I offered my allegiance and arcane assistance in her brother Pitch Blacksoul. Let not my son learn that all of these dangers I face are for his well-being. He has no magical aptitude at all, but stands the saddle strong as a great warrior and true paragon of knighthood.

DATED 4 MONTHS AGO

Something has gone horribly wrong, but there is nothing that may be done for it. It seems those fools the Ipati Brothers have somehow fouled things up in the Darkness and raised

the displeasure. Maxim is up in arms and threatens to expose me when I arrive in Dro Mandras to depart for Rodensia with the Duke's host. I shall take a chest of gold to him and deny any knowledge of the true fate of his sons. Perhaps this will cool his tongue! No matter, I am certain that beautiful Mistress Sin will understand. When I return I shall send her two shiploads of slaves to compensate for their difficulties. My heart burns for her.

HAVEL KEEP DUNGEON

Most of the dungeon is now exposed to the outer world. This dungeon served mostly as a storage facility and cellar, with a small rarely used gaol.

1. Entrance

A collapsed floor under a tower shows a dark cavernous space, beyond which a single door lies torn from its hinges amongst crumbled stone. Beyond the door a staircase is cut into the native stone.

2. Wine Cellar

Broken bottles and shattered wood are all that remains of what was once surely a proud wine cellar. A careful search of the debris (requiring a successful wisdom Check, Challenge Level 2) uncovers a two hundred year old bottle of cognac worth 200 gp.

3. Well

This odd chamber houses a deep well of natural spring water. The water is completely fresh and clean requiring no treatments or decontamination of any sort. It was intended to provide potable water for the masters of the keep and their charges in the event of an outside siege.

4. Gaol

Beyond this stout but unlocked iron door are three cells affixed with five inch thick iron banded wooden doors. Each door has a 6 inch wide iron grilled porthole so that the Lords of Havel could look in upon their prisoners. Currently there is naught but rat nibbled bones resting within the three cells. **NOTE:** If the PCs spend more than three rounds within the chamber they are overrun by a swarm of rats that boil into the room from holes dug into the wall.

RAT SWARM *(These neutral creatures's vital stats are: HD 6d6, Hp 22, AC 18. They attack everything within a 10 ft. radius, dealing 1d6 points of damage per round. Additionally, they suffer only half damage from physical attacks.)*

A golden locket belonging to the Havel family line is in the belly of a large rat, and is worth 200 gp if returned to Leonid II, son of the former Lord of Havel, whose diary was scattered throughout the castle.

5. Ruined Guardroom

The ruined guardroom is now home to a pair of trolls, who attack anyone they encounter on sight. Difficult as it is for the trolls to manage, they are ordered to capture intruders to be given to the Triumvirate.

TROLLS (2) *(These chaotic evil creature's vital stats are: HD 6d8, AC 17, HP 36, 34. They attack with 2 claws for 1d4 damage, a bite for 1d3 damage, or large clubs for 1d10 damage. They regenerate 3 hit points per round. The trolls have 120 gp in various coin and bits upon their persons.)*

6. Cavern To The Darkness

This cavern leads to a tunnel that descends several miles in the direction of the Crater of Umeshti where it ends at the Fortress of Three, stronghold of the Triumvirate.

There is a 50% chance that an elite ogre guard is taking a break in the cave.

ELITE OGRE *(This chaotic evil creature's vital stats are: HD 8d8, AC 18, HP 50. It attacks with a great club for 3d6 points of damage, or two fists for 1d8. The Ogre carries a sack with 60 gp worth of trinkets and coins and 2 potions of cure light wounds.)*

PART III: INTO THE EAST

LONG LOCH

This long narrow lake feeds the wide Mandras River from the precipitous Swift Falls at its southern end. The lake itself is nearly 30 miles long, and roughly five miles wide. It is fed from the melt of mountain and underground glaciers so that its waters are always deep, clear, and quite cool making it idyllic for fishing year round. Ugashtan hill-folk make twice yearly pilgrimages to the lakeshore, catching lakers, walleye, sturgeon, and other fish. Their catch is often pickled in vinegar derived from their powerful liquor and enjoyed throughout the year.

The loch is not without its dangers, as some wondrous and magical beings dwell in its icy depths. It is not uncommon for hill, stone, or even rare frost giants to climb down from the mountains to catch a net of fish or make slaves of a covey of travelers.

LONG LOCH RANDOM ENCOUNTERS

Roll 1d20 once per day, no repeats.	
1.	Giant Frogs (2d12)
2.	Water Naga
3.	Freshwater Scrag (marine Troll)
4.	Nixies (2d12)
5.	River Trolls (1d8)
6.	Game Fish
7-20	No Encounter

SWIFT FALLS

The Swift Falls are a dramatic, majestic scene, considered a rare natural beauty in the face of forbidding frontier. The swift falls

are a half mile wide and plummet 200 feet to the broken rocks below. The falls cast mist 100 ft. into the air and are home to the elusive sprite Ilkie.

Ilkie is rarely encountered unless she wishes to be found. A nymph princess, she is attended by two "ladies in waiting" who are nymphs of regular hit dice.

ILKIE *(She is a neutral good druid, her vital stats are: HD 9d6, AC 21, HP 38. She has no physical attacks, but is possessed of divine beauty, and the power to dimension door at will. She casts spells as a 14th level druid with a wisdom of 19.)*

ILKIE'S MAIDS *(they are neutral good, their vital stats are: HD 3d6, AC 17, HP 12. They have no physical attacks, but are possessed of Divine Beauty, and the power to use dimension door at will. They cast spells as 7th level druids.)*

Ilkie is very old and is considered by many to be a powerful seer, whose knowledge has been sought by heroes for as long as anyone's grandmother's grandmother can remember.

FEYWOOD FOREST

Dark old growth forest is said to be inhabited by all manner of fey creature, bent on trapping travelers and hunters in their wood forever. This legend no doubt relates to the fact that Feywood's proximity to bald mountain and its alleged ties to the ancient elves of old. Whatever the reason, it is true that a good number of magical beasts dwell within the Feywood.

Feywood is said to hold a secret portal to the realm of Fythele. Others argue that it holds portal to the dark court of the witch queen Jokashka. Both or neither may be true.

FEYWOOD FOREST RANDOM ENCOUNTERS

Roll 1d20 per day, No Repeats	
1.	Fungus, Violet
2.	Harpy (2d6)
3.	Tick, Giant (2d4)
4.	Arrowhawk (small) (1d4)
5.	Bird of Prey, Small (1d4)
6.	Dog (Coyote) (2d12)
7.	Karboskian Huntsmen (1d4, lvl 1-2)
8.	Centaurs (2d6)
9.	Griffon (1d4)
10.	Hippogriff (1d6)
11.	Satyr
12.	Dryad
13.	Sprite (Grig 4d6)
14.	Sprite (Pixie 5d6)
15.	Unicorn
16.	Owlbear (1d6)
17.	Treant
18.	Bear (Brown)
19.	Dragon (green young adult)
20.	Ghost

PIETER'S REACH MOUNTAINS

The Pieter's Reach Mountains are so named after King Pieter of Rodensia, as a declaration to the end of the reach of his great empire. These tall granite spires are snow capped the year round and filled with dangerous ravines and glacier choked passes. They are also the known home of giants, tribes of orcs, trolls, ogres and other dangers. Climbing their slopes is extremely dangerous, thus they are avoided at all costs. Instead river, lake, and travel through the seas is preferable to even the one overland pass leading through bandit infested Pashtush.

RANDOM ENCOUNTERS, PIETER'S REACH MOUNTAINS

Roll Once per Day, No Re-rolls	
1.	Arrowhawk, Small (2d4)
2.	Basalisk
3.	Bird of Prey (Large) (1d4)
4.	Brown Bear (1d4)
5.	Giant Eagle (1d4)
6.	Griffon (1d4)
7.	Harpies (2d6)
8.	Minotaur (1d6)
9.	Mountain Troll (1d4)
10.	Worg (2d4)
11.	Chimera
12.	Dragon
13.	Frost Giant (1d4)
14.	Stone Giant (1d4)
15.	Ettin
16.	Frost Worm
17.	Cloud Giant (1d2)
18.	Storm Giant
19.	Remorhaz
20.	Purple Worm

THE TOWER OF NESTURON

The Tower of Nesturon is the grand tower of the greatest arch-mage of all the Karboskian Highlands. The tower stands upon a fertile plain to the east of the Mandras River. Comprising a high central tower, walled and surrounded by the five spires of the Arch-mage's most accomplished apprentices. Outside its impressive walls sprawl the village bearing the wizards name.

History

Nesturon Arrived in the highlands nearly forty years ago, already possessed of great power. He allied himself quickly with the young Duke Mandras Karbosk III, impressing the young Duke with his skills at sorcery as together they pushed the boundaries of the Duke's holdings. An accomplished adventurer, Nesturon uncovered three cornerstones to the Tower of Arch-Magi.

With land granted by the gracious Duke, Nesturon laid the foundations of his tower, which was built within a single night. Over the years Nesturon attracted many apprentices, some successful, others not. Apprentice towers grew up around the central spire, with high walls to connect the towers to one another.

As time passed, a village grew up around the walled tower complex. The population of the village comprises hedge wizards, charlatans, and lesser magicians. These folk peddle their wares to one another and offer charms, ungents, powders, and herbs to the lesser apprentices who study under Nesturon's masters.

Most travelers who choose to stop in the village of Nesturon stay at Dondegal's Wayrest.

Apprenticeship

Five masters currently dwell within the outer towers. Each keeps anywhere between two to ten apprentices who study magic with one who in turn is a learned scholar of Nesturon's own teachings. These apprentices are often brought to the Tower of Nesturon at an early age to begin their training, graduating from one of the schools of the masters after four to ten years of study, where they move on to expand their magical knowledge through practical magical experience that can only be learned through active use in the field. Some few of these graduates return after years of study, looking to complete their training with the venerable Nesturon himself.

DONDEGAL'S WAYREST

This inn and stable lies on the north side of the village situated between the great road that winds northeast to Variek, and The Circle, which is the road that goes completely around the perimeter of the village. Most traders bound for the Tower come in on the North Road, since the gate that receives the goods that are meant for the Tower is on the north side of the citadel wall. And if they arrive by night, they can stay securely at Dondegal's and be at the gate first thing in the morning. This is a popular stopping point for any travelers of means, even if they have no business with the Tower. The view is commanding, as the inn's rooms are primarily situated on wooden platforms that are built around and into the root system of an immense banyan tree. The trunk is easily 50 feet in circumference, and the roots wind their way right up to the rear of the Wayrest. Travelers are able to eat, drink, share information, listen to traveling musicians, or just warm themselves by the fire in the main dining room at Dondegal's before retiring for the evening.

The inn's proprietor is a retired ranger named Dondegal. He is a 63 year old human with salt and pepper hair, an olive complexion, and he is lithe for his age. In fact, there is nothing physically impressive about him at all, save for the fact that he is still keen of eye and nimble on his feet. Dondegal has owned the Wayrest for almost 20 seasons, having sunk most of his earnings from adventuring into the construction of the acreage. The Wayrest is by far the largest business in the village.

Dondegal also owns a half stake in a large horse stable that is situated just to the southeast of the inn. The stables are run by a tall, strapping (but dull witted) man named Horiss, who the stable hands refer to as Horse-Piss behind his back. Horiss has a mottled complexion and strange hunched gait that hints perhaps at orcish blood somewhere in his distant family lineage. But no one is brave enough to ask him about it, and it's doubtful that he would know for sure anyway. But he does have a way with horses, oxen, and other beasts, so he comes in handy for Dondegal's patrons. The stable hands and a few of the inn's employees stay in modest shacks to the southwest of the inn, on the other side of The Circle.

Finally, the inn is a short walk away from a large stream that flows in from the northeast, through the citadel grounds, and out the southern side. The stream eventually flows south to the Adnik River. This far north, the water is of good quality, and it's a luxury the entire village enjoys.

DONDREGAL *(He is an old 4th level ranger whose vital statistics are AC 13, HD 4d10, AC 24. His primary attributes are Strength, Dexterity, and Constitution. His significant attributes are strength 12, dexterity 14. He wears a +2 ring of protection, and owns a +1 bastard sword and +1 longbow.)*

PART IV: THE EASTERN RUINS

PORT IRUSA

Port Irusa once served as an enclave of worshippers of Ataxus the chaotic twin of Taxus in the Duchy. A small "Free Town" within the protectorate of the Duchy, Irusan anarchists brought little of their aggression against the Dukes of Karbosk, as most were themselves refugees and political dissidants from the Rodensian Principalities. The Ataxians found safety in the Karboskian frontier. Left to its own devices, Irusa grew to become a popular if unruly port prior to Yorgach's blitzkrieg. Irusa served the Duke's of Karbosk as a "recognized" port for smuggling, and a "neutral" privateer base for assaults against merchant fleets of the weakling princes of Rodensia on Lake Veyona and the seas beyond.

Anarchists Isle, off Irusa's coast housed a grand temple to Ataxus, and is all that remains "standing" of Irusa, if standing properly describes the strange arrangement of stones and free standing pillars that comprise the temple and its surrounding fortifications. I.

Warned by survivors of the assault on Ft. Ewar, the majority of Port Irusa's anarchists, privateers and outcasts survived the assault of the southern fork of Yorgach's invasion, taking fishing ships and merchant vessels to the Jesters Isle. From

Jester's Isle the Irusan folk made a vast Diaspora throughout the southern principalities of Rhodensia. The influx of Ataxian anarchist refugees and clerics has actually served the Duchy in unexpected ways. The Irusans have confused activities in southern ports and brought a great strain on the economies of the principalities. Their bizarre activities and curious needs have thus far stymied Rodensian attempts to stage a counter attack against Duke Mandras V.

A. Shattered Wall

The 600 ft. wall that once marked the outskirts of Port Irusa is nothing more than broken rubble and desolation now, showing the force that Yorgach's Rhukhan forces smote upon them. Bits of watch tower and broken stone are all that remain. Carrion birds, rats, and other vermin swarm this area.

Random Encounters: Roll 1d12 any time PCs pass through this zone of destruction.

1.	Pack of Wild Dogs (2d6 dogs)
2.	Carrion Birds (3d6 birds)
3.	Rat Swarms (1d4 swarms)
4.	Insect Plague (as spell)
5.	Ghouls (1d4)
6.	Shadow (night time only)
7-12.	No Encounter

B. Grove of The Impaled

A small grove of sharpened pikes lining the east west road hosts the rotted remains of Irusian civilians and Ataxian Boxers who remained behind to defend the Boxers Auditorium from the Ruhkhan onslaught. As retribution and warning to all would be plunderers of the dead, Ataxus has cursed the ground with madness.

Anyone who comes within view of the carnage must make an intelligence Save vs. Illusion, CL 8 or be stunned with apocalyptic visions and believe that the dead, headless, maggot ridden forms have risen and seek to destroy any invaders. Those who fail their save flee from the area for 1d4 hours and fear returning to the unhallowed grounds.

C. Ritual Grounds

These stone circles run in non concentric patterns throughout the ruins of the town. Each has a post set in the center of the ring, whose purpose is unknown to any save those priests of Ataxus who once tended them. A wizard, cleric, or bard making a successful intelligence or bardic knowledge roll notes that the posts are missing a wind horn element that once rested atop them, sending insane howls throughout the town on windy days. These howls were a signal to the locals for a call to prayer to Ataxus. Two of the horns were rescued and taken to Anarchists Isle, the others are hidden nearby.

Returning the horns to their rightful position gains the party 2000 XP and the blessing of a single re-roll of any negative die cast that pertains to their character one time as a blessing of Ataxus. As Ataxus is a capricious deity, the results of the re-roll must be taken, for good or ill.

D. The Boxers Auditorium

Fight night was always a popular event in Irusa, and was probably one of the keys to its keeping peace with the rest of the Duchy. Gamblers from throughout the Duchy often made a pilgrimage to the fights, especially when a well known name such as Bull from the Roadhouse would put his reputation on the line against some of Ataxus's best boxers.

The auditorium is in ruin now, having its roof burned by fires, though its portals remained untouched by the advancing Ruhkhan horde who feared the juju upon the place. Now it is home to a small band of were-rats who scavenge the countryside in the dark.

WERE-RATS (4) *(These lawful evil creatures' vital stats are: HD 3d8, AC 17, HP 16, 14, 18. They attack with a longsword (1d8) or bite (1d4). Their special abilities Include the Curse of Lycanthropy (Constitution Save Challenge Level 3), Regeneration 1, Double Damage from Silver, and Twilight Vision.)*

DUCHEVE, WERE-RAT PRIEST: *This lawful evil creature's vital stats are: HD 8d8, AC 20, HP 48. He attacks with a +2 longsword, or bite (1d4). His special abilities Include the Curse of Lycanthropy (Constitution Save Challenge Level 3), Regeneration 1, Double Damage from Silver, and Twilight Vision. He carries a +2 longsword, and wears +2 leather armor, a bone and silver unholy symbol of Riachee, and has 300 gp in a type I bag of holding. Ducheve can cast the following spells: 0th: Detect Good, Detect Magic, Endure Elements, First Aid, Putrify Food and Drink, 1st—Bless, Comand, Cure Light Wounds, Protection from Good, Sound Burst. 2nd—Aid, Hold Person, Silence, Spiritual Weapon. 3rd—Destroy Food and Water, Cure Serious Wounds, Dispel Magic, 4th—Life Drain, Circle of Harming.)*

Ducheve has come to Irusa to plunder the temple of Ataxus in the name of his god Riachee. With a port newly open, and the Duchy in chaos, the cult of Riachee could rise to prominence in the aftermath of the war. One of the horns of chaos is amongst the treasures collected by Ducheve and his associates. Unfortunately, Ducheve's boat was eaten by the lake serpent and half his crew were devoured. He is seeking someone to dupe into killing the serpent and ferrying him to the Temple of Ataxus on Anarchists Isle.

It is quite possible that Ducheve and his assistance never reveal their identity or their secret intent.

E. Docks

Along the docks lay the hulks of burned ships and those that were drydocked prior to the assault. Despite this the docks themselves are still intact and are the port of choice for an invasion force from Rodensia. Unfortunately for the Rodensians, a number of Ataxian Anarchists made their way to its northern ports.

F. Shipwreck

Just beneath the waves lays the wreck of the Lake Sprite, a trader that sank from the weight of refugees halfway to the Anarchists Isle. The hull of the ship has become the home of a young lake serpent, one of the many who are occasionally sighted in the deep waters of Lake Veyona.

> **LAKE SERPENT** *(This chaotic neutral creature's Vital Stats are: AC 20, HD 10d10, Hp 73; It Attacks with a Bite for 2d6 damage. Its special attacks include Constrict and Spray Venom. Constrict: Serpent coils around prey on a successful bite attack. Serpent begins to deal constriction damage of 1d4 con per round and gains +3 to bite attacks against constricted targets. The serpent can constrict up to 2 medium sized or 3 small targets.*
>
> **Spray Venom:** *Range 30 ft cone (2d6 hp of acid on successful save, fail 2d6+1d6 temporary Con. Venom may only be sprayed at targets above the waterline.)*

If reduced to half hit points, the serpent attempts to flee.

A chest with 1000 gp worth of various coin is within the bones of the wreck, as well as one of the Horns of Madness. The chest is locked with a rusty lock that requires a successful Open Locks check of CL 4.

G. Anarchists Isle

This small island of the coast of Port Irusa is home to an abandoned Temple of Ataxus. Curiously built in a rising cone shape with a cyclone style weathervane built upon its roof, the mound is currently deserted save for guardian statuary and the like.

Within the bowels of the temple are the remaining two Horns of Chaos, hidden here by Ataxian Clerics prior to their departure. They are guarded by a Chaotic Neutral Dragonne named Clurly.

Clurly is 50% likely to attack on sight. If he does not, he speaks to the PCs in a backwards logic conversational style where his meaning is always the opposite of what he says.

EXAMPLES

Clurly would ask the PCs to come in and visit by saying, "Go away, I don't feel like talking to you!" While wildly motioning them to come in and sit down.

Or

"I don't have the horns of chaos at all, I have no idea what you are talking about!" but casually toying with the horn with his tail.

In order for the PCs to communicate with Clurly correctly they must always answer him in reverse. For example when being invited in they should say. "No thank you, that sounds like a bad idea," while coming in and sitting down as instructed.

Banter of this sort is the only way to communicate with Clurly. Saying what you actually mean instead of the opposite frustrates Clurly, to the degree that if PCs reply to him incorrectly more than three times, he attacks. If they fail to catch onto his nonsense manner of communication, he attacks with his roar and proceeds to attempt to eat them.

> **CLURLY THE DRAGONNE** *(This chaotic neutral creature's vital stats are: HD 9d10, AC 18, HP 68. It attacks with 2 claws (1d8) and a powerful bite (4d6). The creature has scent, and darkvision 60 ft. The Dragonne has a powerful roar that deals forces all within 120 ft. of hearing to make a charisma Save (CL 8) or suffer 1d4+5 points of temporary strength Damage. The Dragonne may roar once every 4 rounds. Its effect lasts 10 rounds.)*

Treasure: There are 5500 gp in ritual urns, and altar gear here, although taking any of them causes -2 to all saves as a curse of Ataxus takes hold. This lasts until the Horns of Chaos are replaced in their spots amongst the ruins of Irusa. Also found here is the final Horn of Chaos.

RUINS OF VARIEK

This village in the eastern hill plain now stands in ruin, testament to the ruthlessness of Yorgach's assault. Oddly enough the keep is only mildly damaged, as it no doubt offered little resistance to Yorgach's onslaught.

Nikolia, the lord of Variek was once a notable figure in the Duke's council, till he fell from favor due to problems with his eldest son, and accusations of improper and sometimes violent altercations with the youth of Dro Mandras. Many claim Lord Variek's son had went mad, and was retired to the country for his health. Nikolia thus did not answer the Duke's muster, but allowed his retainers to go forth in his place.

Notable Locations

A. Slaughtered Orc Encampment

An encampment of orcs, left as a rear-guard is found amongst ruined buildings not far from Castle Variek. The rotting corpses of the orcs look as if their lungs, livers, heart, kidneys and intestines were devoured, with the majority of their meat left to rot. There are a dozen such bodies in various levels of decomposition and it appears that they were devoured by large animals. There are a dozen scimitars, here as well as several broken spears and 30 gp worth of various coins and objects plundered from Castle Variek.

B. The Bone Well

The village well is clotted with the split and gnawed upon bones of its villagers. Although the well is full of bones and its water fouled, there are no skulls amongst the bones, as Yorgach always keeps the heads.

C. Castle Variek

The ruins of the castle are far from empty though its gates and doors are smashed to splinters. Several of its towers are burned and lay in rubble but the central keep remains mostly intact.

Most of the goods and wealth of the castle have been stripped from it by the raiders who stormed the village and pillaged its booty. A band of goblin deserters now use the castle as their home base. The goblins have recently been infected with Lycanthropy and are now werewolves of half normal size and strength. The goblin werewolves appear as normal goblins when encountered during the daylight hours and as small werewolves under the control of Kascha Variek at night.

Tower Keep

This crumbling tower is the home of the goblins. The fallen basement leads to the dungeons below and remainder of the stairwell lead to chambers above.

1. Entrance

The door leading into the tower keep is unlocked, but stuck on bent hinges requiring a Successful strength check (CL 2) to open.

2. Old Parlor

This first floor waiting room was once filled with treasures Nicolia had collected over the years. All was plundered by the orcs and their allies.

3. Collapsed Floor

The floor of the tower is collapsed here, revealing the dungeon below the keep. The fallen stones provide a dangerous stair leading downwards that requires a successful climbing check (strength or dexterity) (CL 2). Anyone who falls suffers 2d6 points of damage. Rogues and other classes with the climb/scale ability of course add their level to their roll. A rope decreases the difficulty to a base roll. Climbing down the hole leads to Area 8.

4. Stairwell Up

The stairs lead to the collapsed upper floors of the tower. Anyone negotiating the stairs must make a dexterity save (CL 2) or fall from the rubble and loose stone littering the stairwell and take 1d6 points of damage. The stairs may be cleared with a successful disarm traps check, though any such noise alerts foes both above and below.

5. Second Floor

The second floor of the tower is littered with rubble from the attack. From the ledge one can see the lip of the third floor yawning above, roughly 15 feet from the remaining floor. The stairwell that led to the third floor has collapsed. Successful exploration (Wisdom check Challenge Level 2) finds various tracks and bloodstains on the floor, as well as drag marks apparently leading upwards along the edge of one of the walls.

A ranger making a Track check determines that the prints are the paw prints of wolves.

The wall to the 3rd floor may be climbed by an assassin or rogue, and is a Challenge Level 4 to climb. Others could climb via rope and grapple.

6. The Ladies Chamber (Loose Footing)

Little is left except an unstable ledge that was once the Lady of Variek's chamber. Dwarves, rogues, or assassins may make a "traps" or "stonecraft" check to determine that this ledge no longer supports weight in excess of 300 lbs. Should more than 300 lbs weight be brought to this section, the entire floor collapses, covering the 2nd floor with debris, and causing the 2nd floor area to collapse into Area 2. Characters caught below the collapse take 6d6 points of damage from the falling ceiling and 2d6 points of damage from falling. Characters in Area 6 take 4d6 points of falling damage and 3d6 points of damage from rubble for a total of 7d6.

7. Variek Bedchamber

Lord Variek's Bedchamber is now home to four goblins who have been infected with lycanthropy by Kascha Variek. These goblins at first appear as normal goblins who fight and of course "die" with relative ease…only to rise again after regenerating.

Running Goblin Werewolves:

These goblin werewolves may be occurred anywhere within the ruins of Variek after dark in their wolf form. They are thralls to Kascha and do his bidding. When in goblin form they fight till they flop as is described above, only to recover and come after the PCs at a later time, possibly with new equipment gathered from the storage chamber in Area 11.

The goblins have no problem scaling the walls to get to this area. They climb as rogues while in their hybrid form.

GOBLIN WEREWOLVES (4) *(These Chaotic Evil creatures' vital stats are HD 2d10, HP 12, AC 16. Their primary attributes are physical. They Attack with weapons in goblin form: Short Sword (1d6) or bite in werewolf form (1d6).Their special abilities are Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight vision, Protect, and Regeneration 2.)*

Variek Crypts

The crypts below the castle hold the bones of many of the former lords of Variek including Lord Nikolia himself. The lord has recently been interred in the family crypt. None of the folk of the West have yet heard this news. A notebook hidden within his former chambers details how Lord Variek Nikolia held his son, a werewolf captive in a silver and iron cell in the dungeons below the castle while he searched for a cure. His son, Kascha had slain local villagers and his own mother in a lycanthropic rage. Still the lord could not put down his only son.

8. Crypts Entrance

The ceiling above is collapsed with an unnatural stair of broken rock and pillars leading into this chamber. A pile of rubble in

the corner has become home to a flesh crawler which is wound up amongst the rocks and debris.

FLESH CRAWLER *(This neutral creature's vital stats are HD 3d8, Hp 16, AC 17. It attacks with two bites (1d6) and six claws (1d4); Its special abilities include paralysis (strength save Challenge Level 3), death throws, and animation.*

9. Crypt of the Variek Lords

Four crypts stand here, each housing one of the lords of Variek. The walls of the crypts are bricked shut and have a plaque bearing the names of the lords. The walls require 5 minutes to break down, and alert any wandering monsters within hearing. Each of the first three corpses is buried with 1d12x50 gp worth of jewels, sacred urns of fragrant oil, and offering platters.

The fourth crypt contains the corpse of Nikolia Variek. It is obvious to any rogue, elf, or dwarf observing the brickwork that it is newly (and poorly) laid brick. Nikolia's plaque is also crudely engraved, as if done by an unskilled hand when compared to the plaques of his august ancestors. Nikolia's corpse looks as if it were skewered with spears and hacked with orcish cleavers. The head is of course missing. A white band of flesh indicates a ring once rested on the right middle finger.

SPIRIT OF NIKOLIA VARIEK *(This neutral creature's vital stats are HD 5d12, Hp 44. It attacks with an incorporeal claw touch (1d6). Its special abilities include energy drain (1 lvl), Incorporeal, Darkvision 60 ft., daylight powerlessness, unnatural aura.)*

This wraith is the restless spirit of Nikolia Variek. Although not evil, it attacks anyone who would steal the treasures of its ancestors.

If attempts are made to communicate with it, Nikolia tells the tale of his son, the werewolf of Variek, and begs that some healing be made so that his son can serve a natural and needed penance for his crimes.

10. Torture Chamber

Seldom used by the house of Variek, the torture chamber is a reminder of the brutality of the frontier. Here are the typical assortment of iron cage, tongs and brazier, iron maiden and rack.

Each piece of equipment averages 500 gp in value but removing them and transporting them could prove difficult.

11. Storage Chamber

This room served as minor stores of food for the keep, as well as additional arms and equipment to outfit villagers in times of siege. The chamber was kept secret by the goblins who searched the wreckage and still contains 20 shortswords, 20 spears, and 20 suits of scale mail armor, 2 barrels of average wine, 2 barrels of grain, 2 barrels of pickles and 2 barrels of carrots, turnips, and potatoes buried in sand to preserve their freshness.

A secret door in the southern end of the chamber leads to Area 12 beyond. The secret door may be detected with a successful wisdom check (CL 3) though an elf or half elf need not state that it is looking for the door to earn a roll.

12. Nikolia Variek's Secret Laboratory

This laboratory holds the notes that were key to Nikolia's experiments on Sascha to help cure him of his Lycanthropy. Amongst the items are a book and diary detailing the effects of the lycanthropy. The diagrams if studied for 1 month gain any who read them a +1 to all attack rolls against and +1 to all saves vs. Lycanthropes.

13. Kascha Variek's Cell

A hidden door in the crypts (Challenge Level 4) uncovers a small laboratory with notes on attempts at curing Kascha of his lycanthropy. In one corner stands a cage made of silver wire resembling a chicken cage. Within the chamber are a dozen dried sprigs of wolfsbane, a +1 trident with a silver head, and heavy silver chains worth 200 gp.

The chains are broken, as the goblins sliced the chains with the intent of stealing them for plunder when Kascha attacked them. Evidence of this are a pair of goblin skeletons, stripped of flesh with gnaw marks upon their shattered bones.

Kascha Variek, the Werewolf of Variek

Kascha hides in the woods not far from the castle during the day, appearing as a wandering survivor in rags, with little recollection of the onslaught that destroyed the village, or memory of anything save his name. Kascha appears somewhat stunned and mindless, though he may beg the party for protection from the goblins hidden in the castle, only to turn on the party when night arrives and the moon rises!

KASCHA THE WEREWOLF OF VARIEK *(This Chaotic Evil creatures' vital stats are HD 6d10, HP 36, AC 18*. His primary attributes are physical. He attacks with a bite for (2d4 points of damage).His special abilities are Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight vision, Protect, and Regeneration 2. Kascha carries the signet ring of Variek, a family heirloom that acts as a +2 ring of protection when worn by any of the Variek bloodline.)*

RUINS OF ADRIK

The defenders of Adrik fought against Yorgach's invaders as those possessed, defending their lady as they retreated to Dro Mandras. Those few dozen defenders who remained were beheaded, their heads sent on wagons to Yorgach's Fist. Those bodies not eaten were impaled before the ruins of Lord Ashu Adrik's keep.

Secret chambers beneath Adrik Keep hide a sinister secret. In ancient times the moated hilltop served as the entrance to a deep subterranean caverns where twisted priests of Soagoth performed hideous rites. Ashu and his family have long guarded this secret and sworn to defend against its influence. With the destruction of the keep and the shattering of the seals, who

knows what horrors Yorgach's minions have unleashed upon the world!

A. Impaled Defenders

Here stand impaled, denied even by crows, are the headless semi armored remains of a dozen heroes who swore to defend the secret of Adrik Keep to their last breath. Words cannot describe the depravity they suffered at the hands of Yorgach's minions before that last breath was uttered.

B. Moat

The gate house and drawbridge were destroyed in the assault, leaving only the swollen moat to keep intruders from plumbing the charred ruins of Adrik Keep. The water is deep and its currents stronger than they appear, requiring a successful strength check (Challenge Level 3) to cross, unless some other means of crossing can be divined.

C. Outer Bailey

This courtyard bears witness to the carnage that befell the Keep. Dozens of splintered catapult shot and scorch marks stain every standing surface. The gate to the inner bailey and collapsed central tower lies sundered here, pulled down by stout chains and brute strength. The picked bones of dozens of orcs lay here and their, pierced with arrows or with cloven skulls.

D. Inner Bailey and Collapsed Tower

The walls and towers are sagged and charred, many of their support beams look close to collapse. Roll 1d6 for every round that the PCs remain exploring the rubble. A roll of natural 1 indicates that a sizeable section of wall or roofing collapses upon the PCs dealing 4d6 points of damage unless a successful dexterity Save CL 4 is made.

THE HIDDEN SHRINE OF SOAGOTH

Entrance

The great secret of Castle Adrik has lain hidden for centuries below the central tower beneath bronze plates inscribed with protective sigils of Tokaladin, Vanium, Kharzarn, and Taxus. That lawful servants of both good and evil could come together in the formation of these powerful sigils speaks volumes about the dangers they saw in the unnatural terror formulated by the minions of Soagoth.

The sack of Adrik and the rending of the portals unleashed an unholy blight upon the land far beyond the scorched earth and wrath of Yorgach's invaders. In the ancient shrine below, an evil grows its strength, needing more pure souls to send its unholy invitation to others of its like through the Æther of space and time.

1. Rent Portals

A five foot wide bronze disk stands bent through great exertion. Withered husks of orc and hobgoblin bodies like scattered in a semicircle around the portal, iron pry bars and other tools of the thieves trade still clutched in their dried and withered claws. Beneath the portal a shattered staircase descends into a damp, stinking shaft.

1A. The Shattered Stair

The staircase below the portal descends twenty feet into the darkness. It is a precarious stair, wet with condensation from the stinking black pool below. Characters must move at half their normal speed when descending the stair to avoid falling into the dark pool below. Moving at normal speed requires a successful dexterity check (Challenge Level 3) to avoid falling 1d3x10 feet onto the spikes rising up from black pool. Characters with darkvision or lowlight vision of at least 30 feet notice that the stair abruptly ends after twenty feet.

Characters without a sufficient light source moving down the stair must make a dexterity Check (Challenge Level 3) or fall 10 feet onto the spikes in the pool below. Characters who fall take 1d6 per 10 ft. of falling damage and land on 1d4 spikes for 1d4 points of damage per spike.

The Black Pool

Dozens of spikes rise from the bottom of the pool, whose depth is a mere five feet. Searching the area reveals a drop off on the eastern edge of the pool that leads to the Shrine in Area 2.

The shaft is water filled, and the water dips to a depth of 10 ft. requiring characters to swim 25 ft. to reach the shrine from Area A1. A successful Strengh attribute check (Challenge Level 3) is required to make the swim successfully.

Characters without a prime in strength may be assisted by those who are prime in Strength, adding a +2 to their roll. Failure does not necessarily mean that they drown, merely that they must restart at the beginning of the tunnel.

The water itself is dense and peat filled, so that even creatures with dark-vision are limited to a 5 ft. in front of their face. Play up the stench, the brackish blackness of the water and the unhealthy, sucking current for dramatic effect. Make occasional rolls as each character passes the underwater channel.

2. Shrine of Soagoth

A dais rises in the center of this water filled chamber. The water surrounding the dais is three feet deep with the dais rising three feet above that. Movement through the water is a sluggish affair, reducing movement speed to ½. Some form of altar stands in the center of the chamber, and an arched portal carved with the hideous likeness of some strange polymorphic creatures emanates an unholy blue light.

Seven orcs rise from the water as soon as the PCs enter, their eyes vacant and bulging from their skulls, gnashing their tusks, their purple tongues flopping from their slack jaws.

The orcs are soul-less and mindless having been wracked by the

power of Algazum so that there are virtually zombies. These "zombies" however have no difficulty moving through the water at full speed. They are in fact orc whose souls have been drained, and infested with chaotic evil spirits from Yur.

ORC "ZOMBIES" (7) *(These chaotic evil creatures vital stats are: HD 3d12, Hp 24 each, AC 17. They attack with a slam for 1d8 points of damage, latching to their prey on a successful hit, where they deal 1d6 points of continuous damage from blood drain as they tear at the throat of their prey, drinking their lifeblood. They must be cut from their prey in order to release their hold, and such attacks relay 1/4th of any damage suffered by the creature to its quarry. The soul-less orcs take half damage from non-magical weapons, but take double damage from holy water that is also lawfully aligned.)*

NOTE: During this battle there is a 1 in 12 chance per round that the PCs "accidentally" look at the idol on the altar of Soagoth, unless the PCs implicitly state that they look at it. Adjust events in combat accordingly or disregard this option if you feel your players can't handle it! Who is kidding who, your going to use every tool at your disposal!

2A. Altar of Soagoth

Atop the dais is a four foot wide altar topped with a grotesque idol that emanates madness and hate. The altar is caked with centuries of human and demi-human blood sacrifice, turned a rust brown with time and growing semi-luminescent lichen.

Characters first viewing the idol must make a charisma save (Challenge Rating 5) or be driven temporarily mad by the idol, as if under the effects of a Confusion spell for the duration of time they spend in the chamber, or until the idol is covered from their view. This effect may be removed with any magic that removes fear or restores faculties.

The idol is comprised of a hard soapstone like material and emanates an aura of pure evil. Its value to worshippers of Soagoth is 2000 gp. In appearance is a swirl of tentacles, brain like nodules, and swirling tentacles with limbs, mouths, and appendages of a variety of natural and supernatural beings. The idol can only be destroyed by a lawful cleric or paladin of at least 10th level using a +2 or greater weapon blessed with the holy water of their deity.

The altar is on a smooth roller which slides away with a successful strength attribute check (Challenge Level 3) opening to reveal a water filled shaft that runs south to Area 5. The stench is most awful here, requiring a successful constitution save (Challenge Level 3) to avoid nausea. Characters who fail their save suffer -2 to all attack rolls, damage, attribute checks and saving throws.

2B. The Glowing Archway

The glowing archway leads to Area 3. It is flanked by a pair of statues of Soagoth carved in Bas Relief set with a dozen dangerous looking red rubies in place of eyes. The rubies are worth 100 gp each to a thief so daring as to prize them from their sockets. The statues are trapped with a glyph of warding spell that deals 1d8+8 points of electric damage to all within 10 ft. if the rubies are touched. A rogue may detect the trap with a Find Traps check (Challenge Level 3), however the trap may only be disarmed with a dispel magic spell. The trap triggers if the archway is passed by any who is not a worshipper of Soagoth or by attempting to deface the statuary.

The trap resets every 3 rounds unless dispelled with a dispel magic spell.

3. The Portal

In ancient times the portal was used to summon beasts to do the bidding of Priests of Soagoth. Worshippers of Soagoth making a sacrifice upon the altar trigger the summoning chamber as if it were a summon lesser monster spell, summoning an aberration (or aberrations) of up to 8 hit dice.

There is a 1 in 10 chance that the portal activates when the chamber is entered, summoning a beast to protect the shrine from intruders. On a roll of 1, roll a d8 and consult the chart below.

Possibilities Include	
1.	Spirit Naga (8hd)
2.	Mimic (8hd)
3.	Gibbering Mouther (8hd)
4.	Drider (8 hd)
5.	Cloaker (8hd)
6.	Rust Monster (8hd)
7.	Roper (8hd)
8.	None

4. Crypt of Nulsrad

Nulsrad was once a high priest of Soagoth, and servant of the Beast of Yug. Nulsrad was a mummy priest who has been imprisoned, slumbering in his tomb since the sealing of the shrine. At the time of the sealing, Nulsrad was thought destroyed and bricked up in his chamber. In essence this was true, however Nulsrad's evil and the power of the Beast of Yug were simply too great to completely extinguish by the heroes of Olde Adrik.

NULSRAD THE MUMMY *(This Chaotic Evil Undead's vital stats are: HD 8d12, hp 68, and AC 26. He attacks with a slam for 1d12 points of damage. His special features include: despair (CL 8) and mummy rot (CL 8).* **NOTE:** *Mummies are normally vulnerable to fire, however due to the dampness of the tomb, Nulsrad is immune to the typical fire effects on mummies. Nulsrad casts spells as an 8th level Cleric. He has the following spells prepared for casting: 0th—Detect Magic, Detect Good, Detect Law, Putrify Food and Drink, 1st—Bless, Curse, Command, Cause Light Wounds, Sound Burst,2nd—Desecrate, Darkness, Hold Person, Spiritual Weapon, 3rd—Cause Serious Wounds, Dispel Magic, Prayer, Bestow Curse, 4th—Control Water, Unhallow. Due to his spell-casting abilities and greater hit dice, Nulsrad is worth 1500 EXP. Nulsrad wears a ring of*

protection +2, and bracers of armor +2. He carries a wand of suggestion with 30 charges, and a scourge that acts as a light flail +2. His bandages are tied with a variety of gemstones, jewels and amulets valued at 1200 gps.)

5. Submerged Passage

Below the Altar of Soagoth is brackish water filled tunnel leading southwards. It is ten feet below the altar before the surface of the water, and the water is ten feet deep leading in a southward passage extending forty feet before reaching Area 6. Swimming the passage requires a successful strength attribute check (Challenge Level 3).

The Beast of Yug attacks any creature that comes within 10 feet of its lair in Area 6 with 1d4 tentacles. For more details on Algazum the Beast of Yug, see Area 6.

6. Lair of the Beast

The submerged passage rises at last to reveal a small chamber no more than ten feet wide, dominated by the horrid Beast of Yug, a bloated blob like being with waiving tentacles that gives off a sickly aura.

The true threat of the Shrine of Soagoth, protected here for centuries by the great seal at the entrance to the crypt, is the Beast of Yug, A demon sent by Soagoth itself to establish a new foothold on this mortal plane. The beasts wicked tendrils stretched far beyond this humble shrine as it sent forth beasts onto the land and devoured the souls of slaves and prisoners brought forth by Soagoth's mortal minions.

With the rending of the seal, the Beast of Yug and his servant Nulsrad were re-awakened. The Beast feasted briefly on the band of orcs that managed to crawl down the shaft assuming it filled with riches and plunder.

The Beast requires many more souls in order to build its long dormant strength and call forth to beings of its ilk, inviting them to once again rejoin it in a feast upon the world as they did in antediluvian times. The Beast attacks with its remaining tentacles and with powers of mental domination that shatter the will of its enemies, dealing damage to their very psyche. Physically however it is very weak, and attempts to keep foes.

THE BEAST OF YUG *(This chaotic evil extra planar aberration's vital stats are: HD 12d8, Hp 63/10, AC 18/14. Its tentacles attack as 5 HD creatures. The tentacles deal 1d4 points of damage and grapple on a successful hit requiring a strength check (CL 5) to break free from. The beast regenerates 2 hp per round, re-growing severed tentacles every 10 rounds. The creature is immune to mind influencing magic, and immune to damage from weapons of less than +2 magical enhancement. The beast takes 2d6 points of damage from lawfully aligned holy water.*

PSYCHIC ASSAULT: Once every 1d4 rounds the Beast of Yug may attempt a psychic assault on its victims. All victims within a 20 ft. radius of the creature must make a wisdom Save (Challenge Level 10), or suffer 1d6 points of temporary Intelligence, Wisdom, and charisma damage. Creatures reduced to zero in these three attributes have their soul devoured by the beast, and become mindless automatons under the control of the beast (similar to the orcs in Area 2.)

TREASURE: There are 3800 gp in various coins, a 5000 gp diamond, (3) 250 gp amethysts, and (2) 500 gp green garnets. A ceremonial crown for an alien shaped skull worth 800 gp, A jeweled expert quality spear (+1 damage, non-magical), a scroll with 7 clerical spells (levels 1-4), and a blinding shield.

AMYAN JYMOON

A hidden ruin that predates the invasion of Yorgach, Amyan Jymoon was once an ancestral holding of the elves that set atop Bald Mountain. None who have sought the fabled treasures of the elves has yet returned from this haunted place. The ascent to the mountain is said to be filled with dangerous and exotic magical creatures. Some few foolhardy adventurers are known to tempt its ravines and stands in search of griffon or hippogriff eggs, owlbear pelts, and other such items to be traded locally or sold to ports unknown.

Search as they might Amyan Jymoon is nearly impossible to find for those actively seeking it. It may be located by pure blooded elves, or by seekers using a crystal ball with true seeing, or a gem of seeing within 1000 ft. of the city gates.

Random Encounters on bald mountain are identical to those of Feywood.

FT. EWAR

The first fortress of the East to fall to the onslaught of Yorgach's forces, Ft. Ewar is now home to a few platoons of orcs and goblins that have set up a rear headquarters in the dungeon below the ruined keep. The upper walls and towers are thought to be haunted…which in essence is true. The headless corpses of the soldiers that once defended Ft. Ewar's walls now stalk the debris in horrifying fashion, products of goblin necromancy!

GOBLINS (40): *AC 15, HP 3*

ORCS (20): *AC 14, HP 5.*

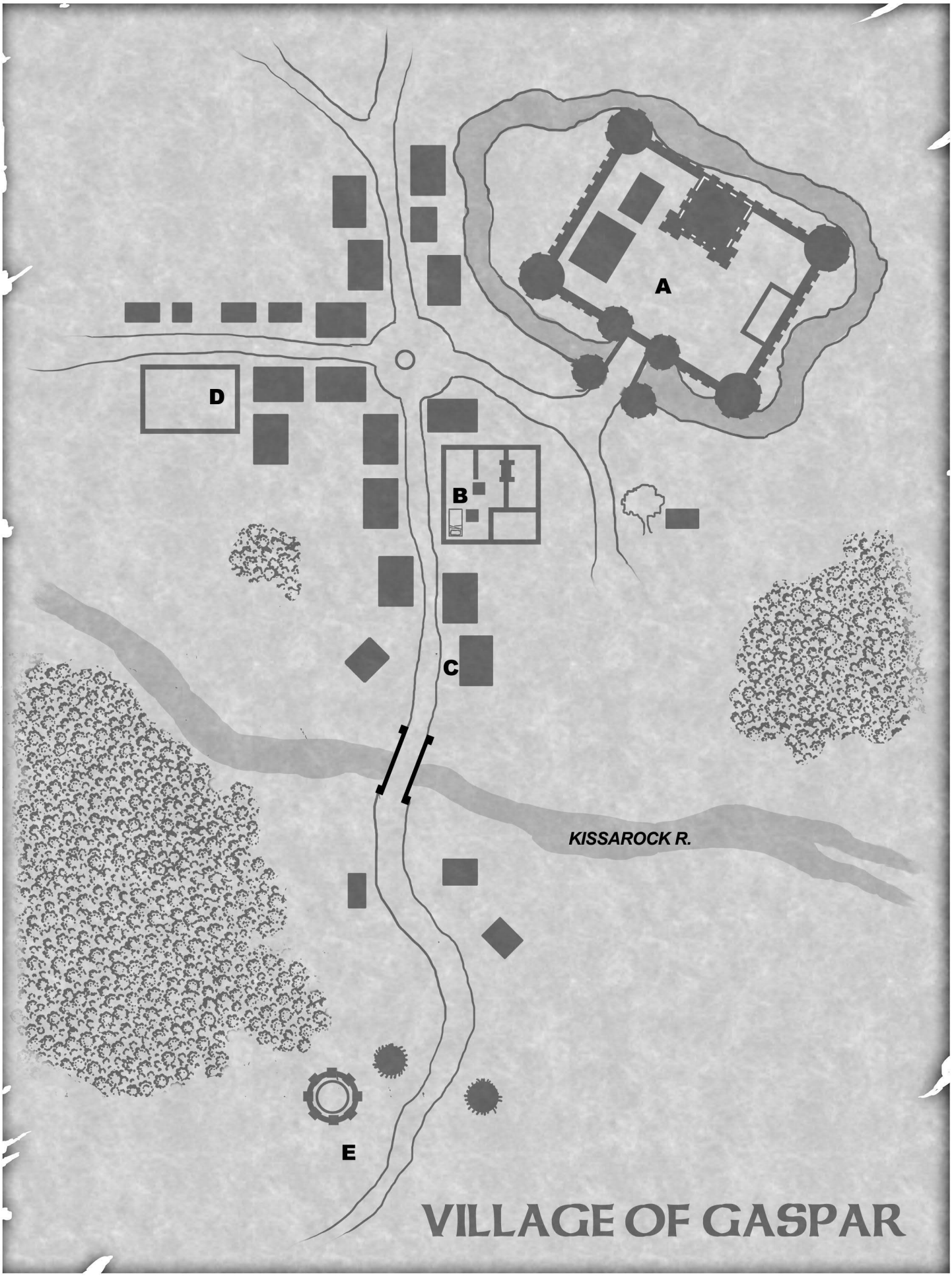
HEADLESS CADAVERS (40): *AC 12, HP 8.*

OGRES (2): *AC 16, HP 22*

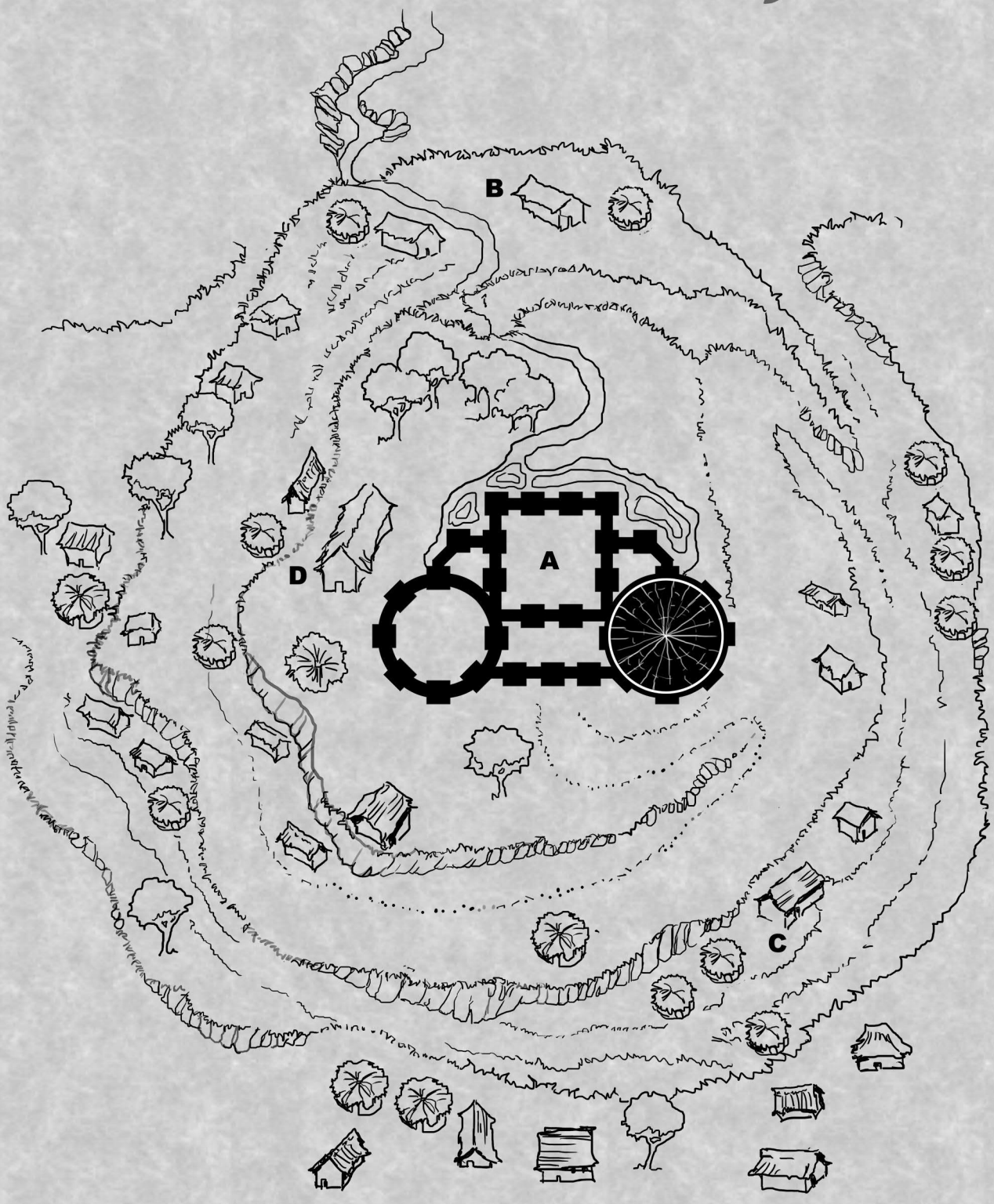
YORGACH'S HAMMER

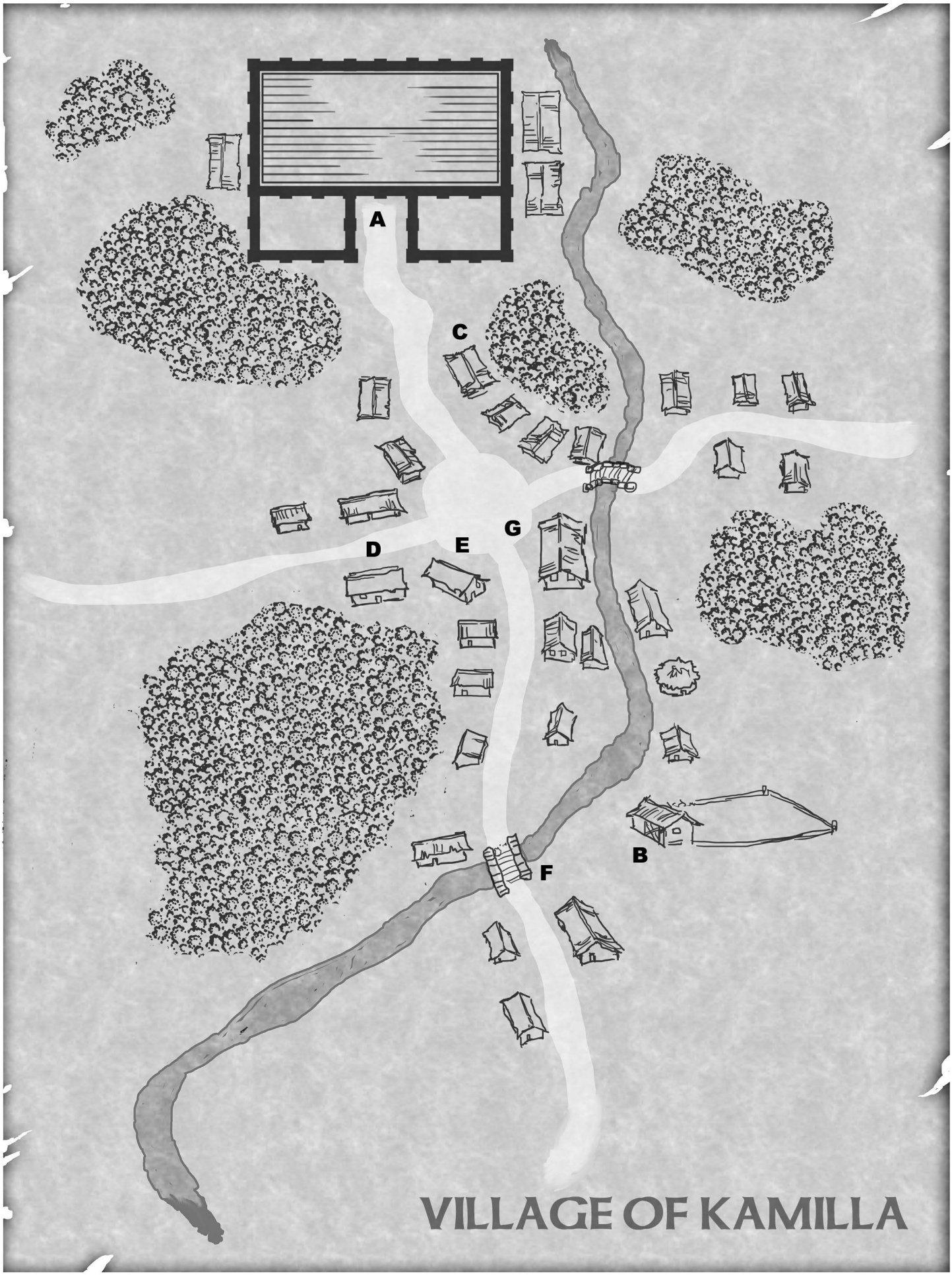
Yorgach's Hammer is the largest known orc settlement in the Highlands. The numbers of orcs raised in its vaults surely range in the thousands, and possibly the tens of thousands. The depths of Yorgach's Hammer run from its surface gates to deep within the bowels of the earth, where it is unsure if even the orcs themselves venture. It was from here that Yorgach and his horde issued forth, and it is here where the heads of his victims are shipped in an ever moving convoy from West to East in gruesome wagonloads.

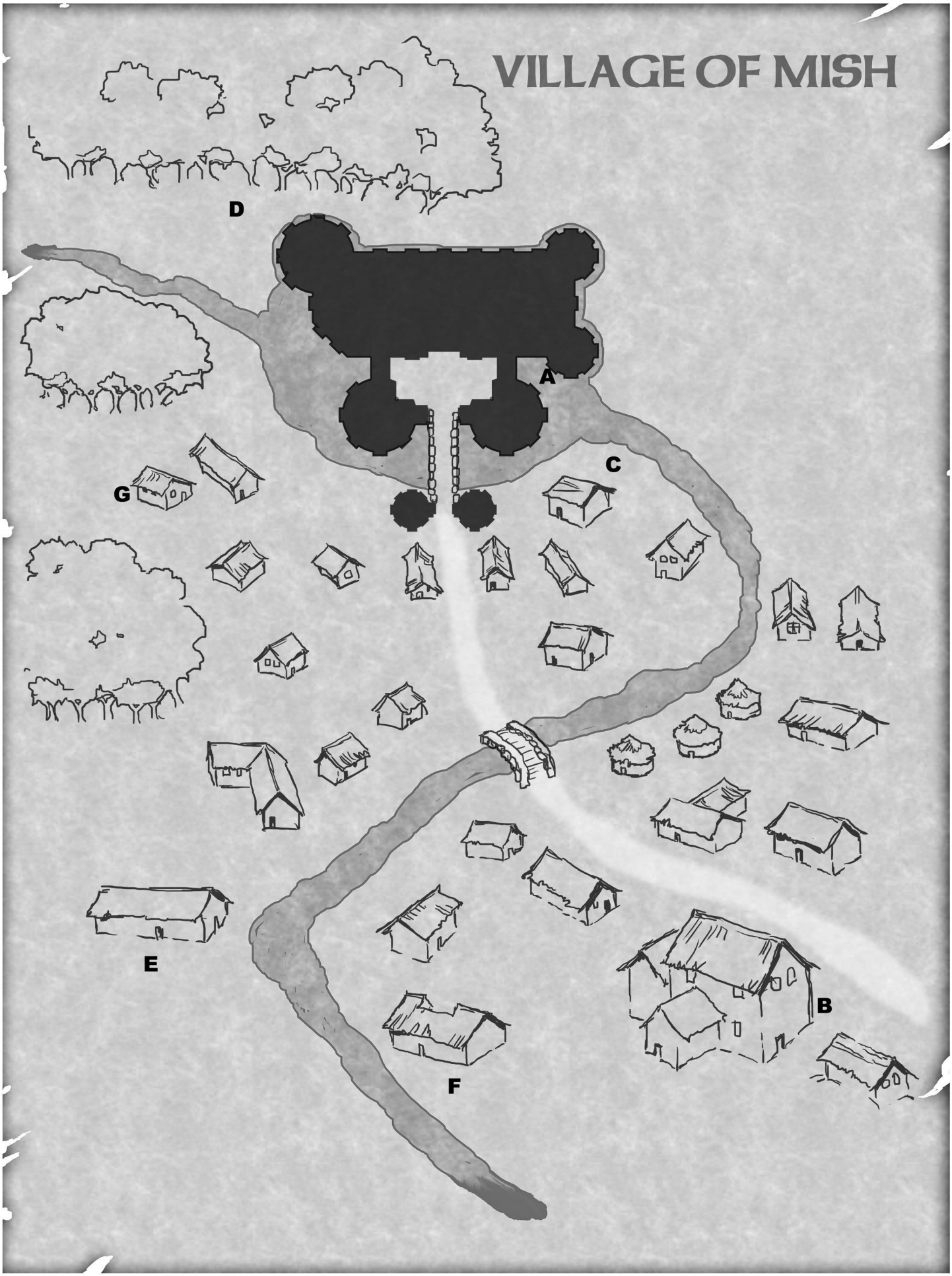

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RUIN OF ADRIK


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KISSAROCK R.
VILLAGE OF GASPAR

VILLAGE OF JORGEN

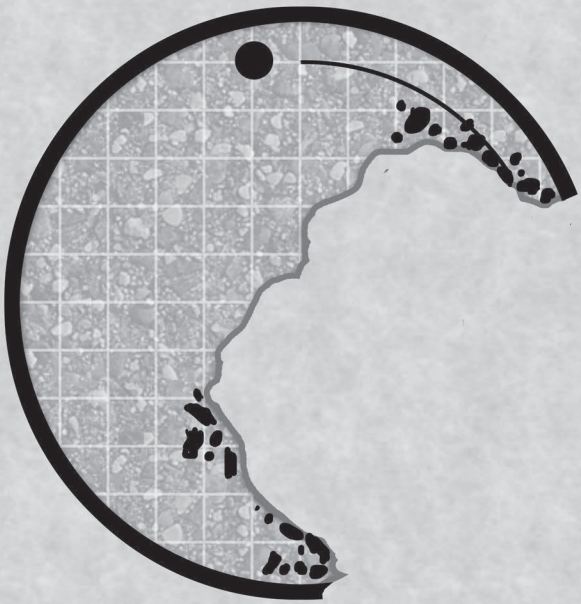



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VILLAGE OF KAMILLA

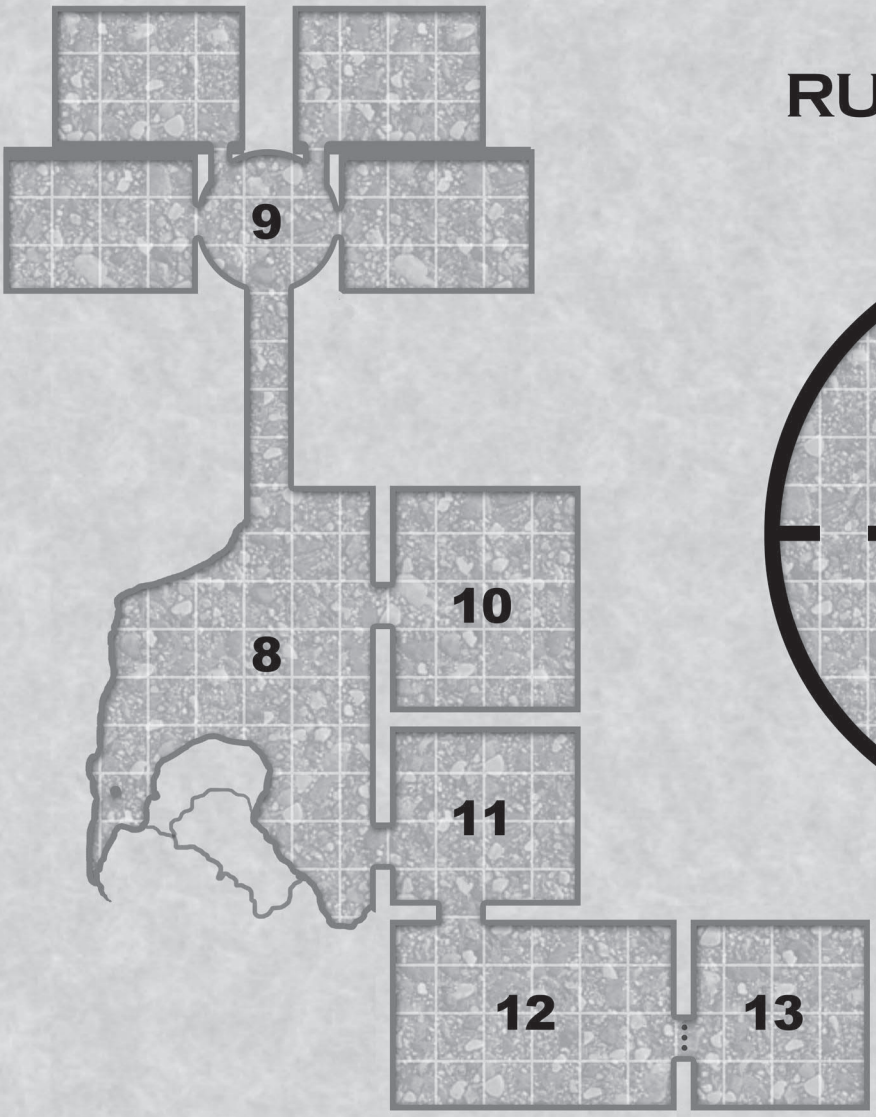

VILLAGE OF MISH
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RUIN OF VAREIK



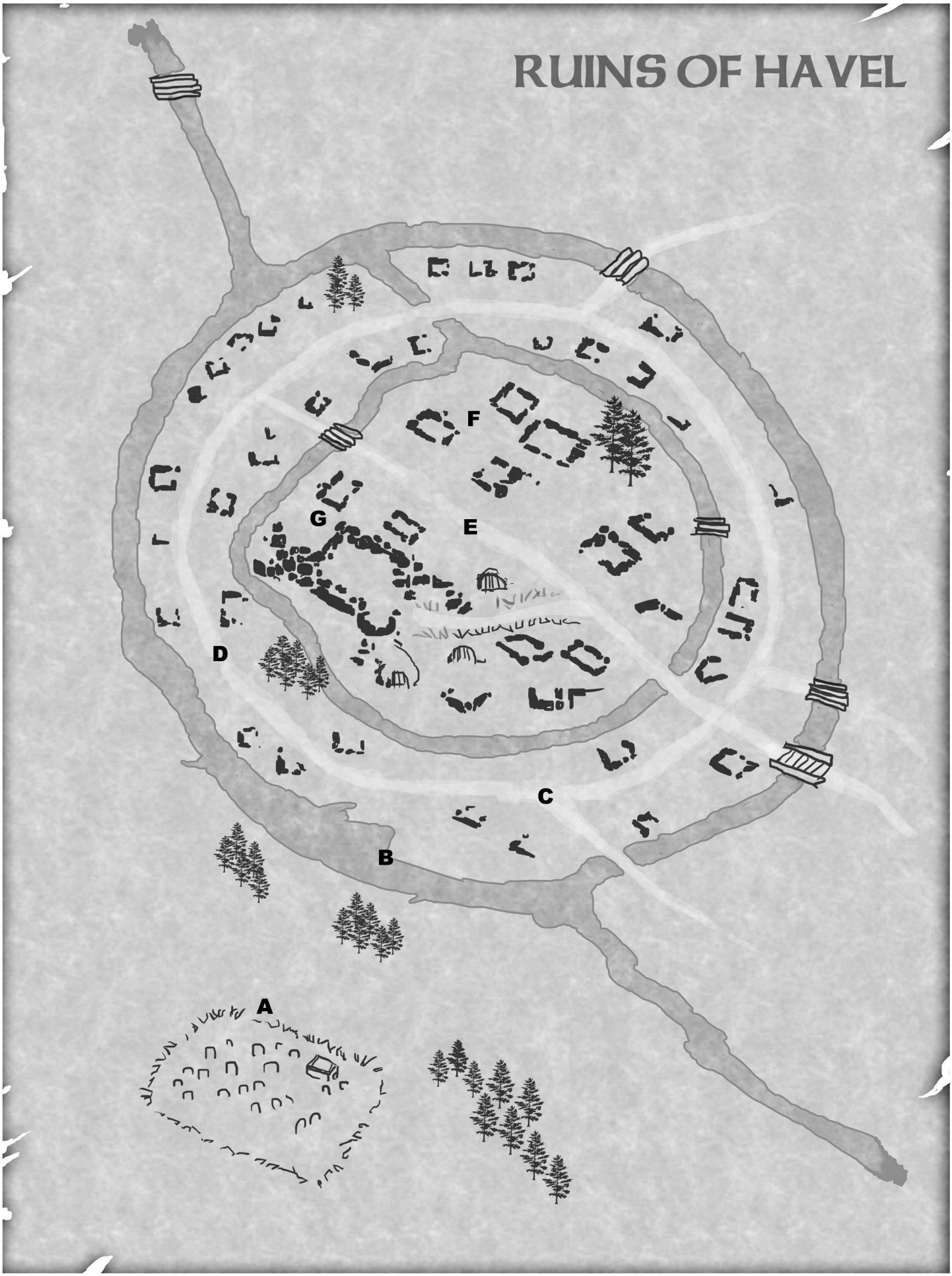


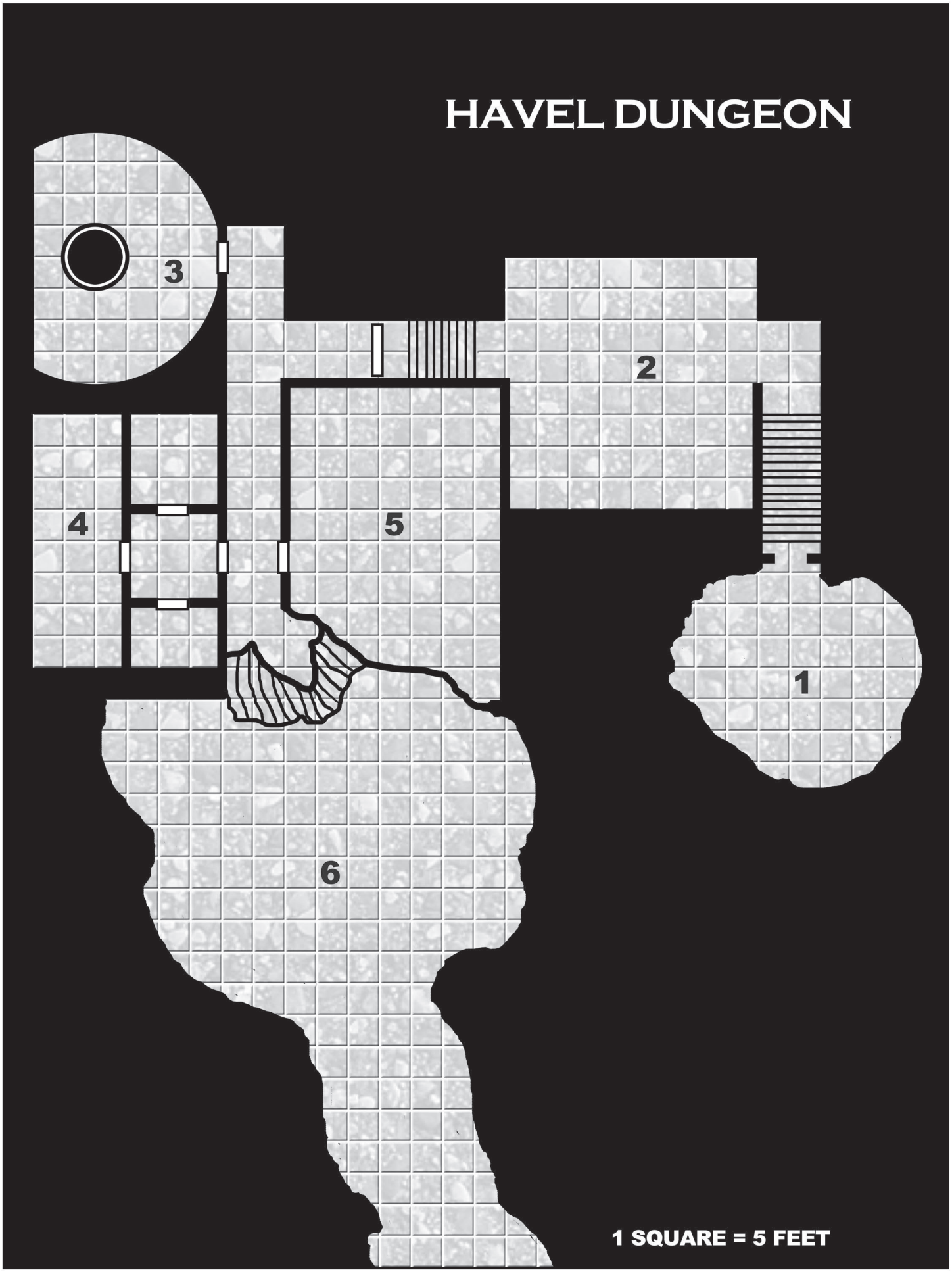
RUIN OF VAREIK

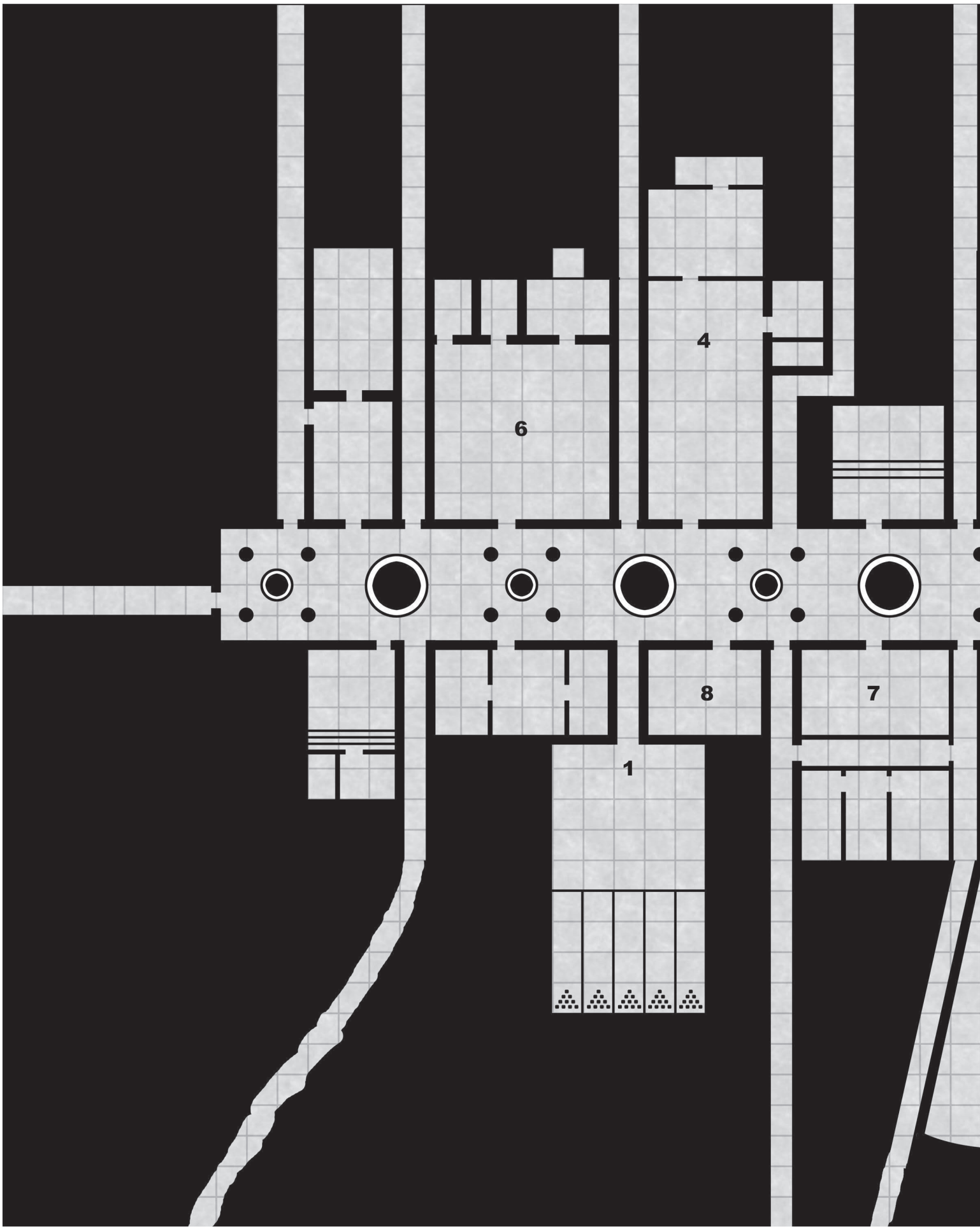




DUNGEON


RUINS OF HAVEL
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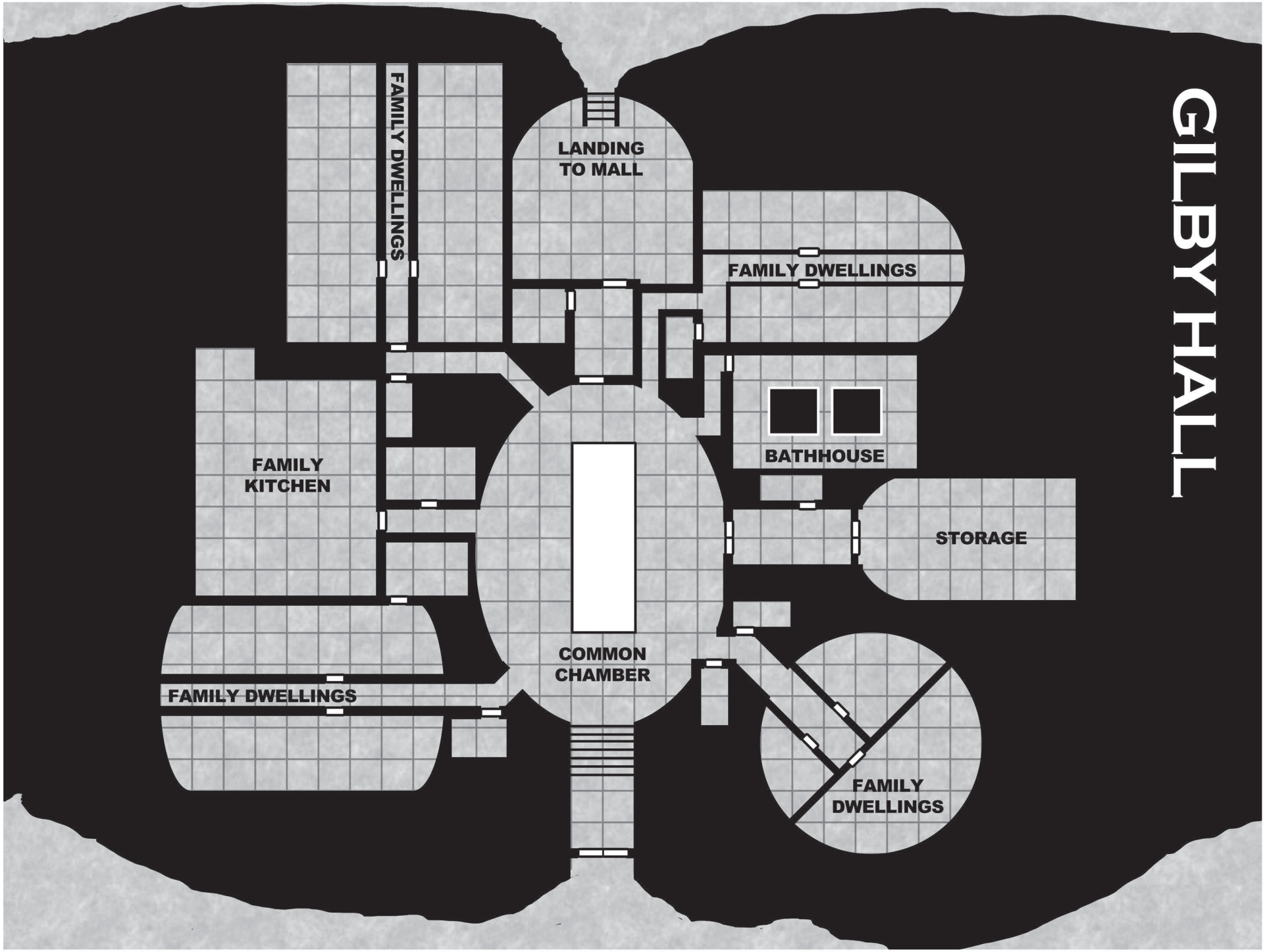

HAVEL DUNGEON
3
2
4
5
1
6
1 SQUARE = 5 FEET


4
6
8
7
1



GILBY MALL

1 SQUARE = 10 FEET


GILBY HALL
FAMILY DWELLINGS
LANDING TO MALL
FAMILY DWELLINGS
BATHHOUSE
FAMILY KITCHEN
STORAGE
COMMON CHAMBER
FAMILY DWELLINGS
FAMILY DWELLINGS

DB8 MISTS OF MANTUA

PRELUDE



"So Bowbes' ye headed to Mantua I hear?" The gruff voice called as they cinched packs and saddles, inspecting animals for the arduous ride.

Across the plains till ya come to the Vestlig Sea. Good for ya. Certainly be missin yer banter round these parts Bowbes', but I unnerstand what the Duke asks of ya. Seems odd that they ain't sent no troops from the West to help in the push against these greenskins but who knows what goes on." He continued, leaning a bit on his glaive as he spoke.

"Mantua, aye. I been there a time or two. Great bars, an the smell o' tha sea which you don't get in these here parts, still, beware the mists friends. There some dark things that dwell amongst em, and not all of em be men" With that, he headed off into the wilderness as he is often wont to do. He paused for a moment and added "If'n ya see her there, tell her hello from me!" With that the Northman let out a wild deep bellied laugh and was gone.

The heroes wondered at his warnings about the mists, but thought no more on it. It was many days ride from the roadhouse to the Old Fort, and from there a decent trek across bandit infested plains till they got to the walled town by the sea. Certainly they would find treasure there, and hopefully the answers they sought.

MISTS OF MANTUA

Designed for 4-6 players of levels 8-10. The adventure easily fits into any campaign setting, and although the majority of the action takes place in a single building in a small seaside port town, this may be easily substituted for any small town in any sort of terrain as long as there is a thriving trade route, and missing travelers go largely unnoticed. A well balanced party of PCs is advised with any adventure, including a rogue, one or two heavy fighters, a cleric, and an arcane spell user of some class or another.

Adventure Summary

This Mists of Mantua is an adventure designed as an adventure in three Acts, though as is often the case, the story may jump from Act I to Act III and so on, or move in other non-linear ways due to the actions of the PCs. For this reason, enough details and background material for Mantua are provided for Castle Keepers to run the adventure any way they see fit.

For organizational purposes, the various locations and places of interest are placed first followed by the various Acts of the adventure.

SOONERCON 2008

Mists of Mantua was designed as a tournament adventure module for SoonerCon 2008 celebrating its Pirate theme. Tournament notes are included throughout the text for hastening play and encouraging fast action. It is noted however that the module as a whole is a complete Castles & Crusades adventure designed for higher level play. Mists of Mantua includes all of the basic fundamentals for expansion into a full fledged table top adventure and then some. In other words Mists of Mantua is the "complete" adventure experience to be fully enjoyed as our friend Gary best loved it: At a table, with friends, snacks, and frosty beverages.

KARBOSK SETTING: HAUNTED HIGHLANDS

Mists of Mantua takes place in the Haunted Highlands setting of Karbosk as detailed in the DB series by Troll Lord Games. Names of deities, lands, and events are referenced here. This is not to say it is a "Haunted Highlands Exclusive". Quite the contrary, just as other volumes in the DB series are easily integrated into any fantasy RPG setting, so too is Mists of Mantua.

ACT I. MANTUA

The adventure begins with the PCs arrival in Mantua via the East gates, or the docks. In the first act the PCs explore the town, looking for information on the strange disappearances, and sudden shift in political ambitions that have taken place in recent month. The town seems to offer little of interest to the PCs at first glance, being somewhat damp and sodden with mists brought up from the sea. As the PCs explore the town, they find that most of the townsfolk appear somewhat dull and lazy, and that much of the town itself is in great disrepair, with the exception of Reddun Guil's Tavern, a notorious front for the criminal organization known as the Mantua Nostra. Act I ends when the PCs finally make their way to Reddun Guil's or decide that they have gathered sufficient evidence to lead them on a raid of the Nightingale sitting in Mantua Harbor.

ACT II. ALL ROADS LEAD TO REDDUN GUIL'S

Act two starts with a visit to Reddun Guil's or an investigation of the pirate ship The Nightingale, docked in Mantua. Here the PCs come to realize the depth of the plot that has overtaken this famed port on the Vestlig Sea.

In Reddun Guil's the PCs find a rip roaring sailors tavern, that has recently taken on new ownership from its origins as a front for the Mantua Nostra.The front is itself a front, and Reddun Guil's is no less than a listening post for a ravenous consortium of vicious vampires who trade in slavery, assassination, and larceny on the grandest scale, and their allies, the Pirates of Umbrego Cove. The PCs eventually come face to face with Miss Charity, and the undead pirate Ron Riccio, both full member of the Grave Lords.

Through adventures or accident, the PCs may become aware of the Nightingale, and attempt a foray against the ship of Captain Damadal Tahel, the necromantic master of that black ship.

ACT III. FLIGHT OF THE NIGHTINGALE

Act Three provides options for culminating events leading to an exciting conclusion to the Mists of Mantua.

ACT I: MANTUA

During Act I the PCs should have at least 1-2 daytime encounters, and 1 night time encounter. These encounters need not be combat related, but should include questioning, interviews with locals and information gathering. PCs should accumulate at least 1-3 rumors.

Mists of Mantua Background

The Mantua Nostra has always been a guild with a reputation for racketeering, smuggling, and working the gambling and flesh trades. Things were good and the guild grew fat and happy working the shippers and drovers coming and going for as much coin as they could comfortably squeeze from them.

All of this changed for the Mantua Nostra upon the arrival of Captain Damadal and the vampire Miss Charity. Charity offered herself at first as a skilled courtesan, and Damadal as her personal bodyguard. She quickly sunk her fangs — literally and figuratively — into the very lifeblood of the guild, dominating and transforming into vampires several members of the Mantua Nostra within her first few days in service to Don Martimho. Many of the weaker-willed members of the Mantua Nostra became willing servants to their new mistress. Others who were not so easily turned were offered the choice of joining the new order or death. Most joined, after seeing Don Martimho paraded out before them as a mindless zombie. Within a few short months other vampires from the Grave Lords arrived and took positions of prominence over elder members of the guild. Finally the tavern known as the Randy Merman was renamed to Reddun Guil's and has remained that way for over a year.

If any of the Mantua Nostra had complaints, they have long since been stifled by the might of the Grave Lords or the overflowing coin that members of the Mantua Nostra now see lining their purses.

The Mantua Nostra and their Grave Lord bosses now have nothing to fear even from local constabulary and Governor Dafidov… Miss Charity seemingly having come to an unknown private arrangement that keep the indigenous population safe from her vampires and the law out of Reddun Guil's affairs. Foreigners who pry too far into the business of the Mantua Nostra or the Grave Lord's soon find themselves dead in an alleyway — at best. At worst they awake onboard the Nightingale, drained of their health and their powers, sailing straight to hell.

ADVENTURE HOOKS

Listed below are several possible adventure hooks to use in setting your PCs up for the adventure, and getting them to Mantua.

1. The local overlord of the PCs' homeland has contacted the PCs, who are known to be great and mighty heroes, possibly having worked on his behalf in the past. The Overlords nephew, a skilled mariner, has gone missing. Word has reached the overlord that his nephew's ship, the Consuela, was last seen docked at port in Mantua. The PCs are asked to go to Mantua and investigate the disappearance, and return with any clues as to his whereabouts. In an adventure campaign set in Karbosk, Duke Mandras Karbosk V, or one of his lords could be the relative of the missing nephew.

2. The party's rogue has been contacted by a guildmaster of an allied Thieves Guild. Contact with their allied guild in Mantua has completely dried up of late, as have tributes to their Godfather, who is wondering where his olive oil and lotus extracts have disappeared to. The rogue is to go to Mantua, make contact with the guild, and determine what has happened to the local godfather. In a Karbosk campaign, Azrael or Tyrus Twice Dead of the Back Alley Gang could be the Rogue's contacts.

3. The cleric's superiors have sent the priest on a pilgrimage of great importance to their faith. A holy artifact called the Heart of San Mergaso which was to be brought by paladins of Vanium (or another holy order) to the mother temple. Their ship ported at Mantua, but neither Lady Odessa nor Brother Julio have been seen since. In a Karbosk Campaign, Deacon Kiril of Vanium may have sent the PCs in search of the Heart of San Mergaso.

Undoubtedly there are a hundred other reasons a CK might use to get the PCs to Mantua in reasonably fair condition. The journey should take anywhere from a few days to a few weeks, at most with few random encounters and mostly wagon trains or merchant ships impeding their travel.

Mantua Rumors

Gather Information Checks and Rumors. Typically this is a check made by Bards, Rogues or Assasins, though may be attempted by any character.

CHALLENGE LEVEL 2

Ships dock in Mantua? No way… we have a port here? Where have I been?

The missing folk yer talking about... never heard of none of 'em… they prolly took them ship to somewhere's else or lost all their money gambling.

CHALLENGE LEVEL 3

I saw the tattoos of some of them which got off the boat with Damadal, Pirates of Umbrego Cove each an every one I tell ya!

CHALLENGE LEVEL 4

Reddun Guil's is a swinging place, lively entertainment and open all day and all night.

CHALLENGE LEVEL 5

The Governor used to privateer for the Duke. What's the difference between a Privateer and a Pirate? Evidently who your relations are! Still, the governor spent most of the last ten years hanging pirates at the docks. Funny since he's been indisposed all the pirates you see walkin like free birds right in front of the guard!

CHALLENGE LEVEL 6

Getting into trouble means you get banished, or executed, so keep your nose clean.

The Governor was a commodore in the navy once, he don't do much except entertain young ladies now that his wife is gone.

CHALLENGE LEVEL 7

Between you an me, think the Pirates of Umbrego Cove got into it with the local guild bout the price of their fence, and decided to establish their own.

CHALLENGE LEVEL 8

Missing people? Yeah we get that a lot, course we got lots of pirates and rogues about too. Most of them seedy types hang out down by the pier, or at the old Randy Merman.

Reddun Guil's that's what they call the Randy Merman now.

CHALLENGE LEVEL 10

The Randy Merman got bought by new management. Dunno what they call it now. It's not like I go to those sortsa places.

There was a fight in the streets late at night about a month ago. Sounded like a pair of folk calling down the gods. I seen some bodies but in the morning there was nothing, not even a trace.

They got some nice lookin "fancy lads and lasses" as work at Reddun Guil's, course I only go there during tha day when mah wife thinks I'm at the market.

CHALLENGE LEVEL 11

I heard Captain Damadal won the Randy Merman from Don Martimho over a hand of Helms (Cards).

CHALLENGE LEVEL 12

The local guild… used to be run by Don Martimho. Course they call themselves the Mantua Nostra but you didn't hear that from me.

Ever notice how they got hotter girls workin' at night at Reddun Guil's than they do in the daytime? Wonder why that is.

I keep my doors and windows locked at night lately, and I don't let no strangers nearabouts.

Odd Ship out there at tha docks… called tha Nightingale. I hear their captain is a wizard.

CHALLENGE LEVEL 14

Things been different round here since that Miss Charity an her man came to town that night aboard that ship the Nightingale. I hear tell how nobody is allowed on that boat except for the ones as showed up on it. You never see the same crewman twice.

Miss Charity has a thing goin' with the Governor, that's clear as a bell.

CHALLENGE LEVEL 16+

Funny how the Mantua Nostra took her on as Godmother and did in ol' Don Martimho so quick.

Ever notice how you never see some of these newcomers but at night. Must be the lifestyle they lead.

A fella named Damadal is the captain of the Nightingale. They say he's a pirate that arrived here with Miss Charity, and he keeps a room up at Reddun Guil's but nee'r eats nor drink in front of the customers.

RANDOM ENCOUNTERS IN MANTUA (DAYTIME)

Roll 1d12 for every hour the PCs spend exploring the city during daylight hours.

1. **STREET VENDOR** *(fish, bread, tobacco, ect.) (They are Human Male or females. Their Vital statistics are: HD 1d8, Hp 4, AC 14. The vendors carry a dagger or club and 1d4 gp worth of coins and 2d10 gp worth of goods for sale.)Vendors have little worthy information, mostly ranging from CL 1-3.*

2. **GUARDS (2D4):** *(They are 1st level human male or female fighters. Their vital statistics are: HD 1d10, Hp 10, AC 15 (16). Their Primary Attributes are Strength, Constitution, and Wisdom. They have weapon specialization (longsword). They carry a longsword, club, and a small wooden shield, and wear chainmail.)* Guards have little information they are willing to part with shy of a bribe of at least 20gp. Even then, their information is guarded at best. Guards have CL 1-7 information. The information increases by CL+1 for every 10 gp bribe, up to a maximum of CL 7.

3. **SAILORS (2D6):** *(They are 1st level human male or female fighters. Their vital statistics are: HD 1d10, HP 10, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with Cutlass or Light Crossbow. They carry a Cutlass (1d6+2 points of damage) and Light Crossbow (1d6+1), and wear leather armor. They keep a pouch with 2d10 silver pieces, and wear 1d20 gp worth of jewelry and silks.)* Sailors have CL 1-2 information, and are willing to trade it for a cup of rum or mug of ale.

4. **BEGGARS (1D4):** *(They are 1st level human male or female rogues. Their vital statistics are: HD 1d6, HP 6, AC 12. Their Primary Attributes are Dexterity, Constitution, and Intelligence. They carry a staff or crutch and wear rags. Hidden in their rags are 1d10 gp worth of coins collected from their begging, and another 2d10 gps worth of filched goods.)*Beggars have information, but are loath to give it up for less than 20 gp. Beggars have CL 4-10 information.

5. **MANTUA NOSTRA LOOKOUT (1D2)** *(They are 2nd level human male or female rogues. Their vital statistics are: HD 2d6, HP 9, AC 14. Their primary Attributes are Dexterity, Intelligence, and Wisdom. They wear leather armor under their street clothes and carry shortsword and sling concealed in their robes. They typically have 2d20 silver pieces on them, as well as any palmed or picked item of at least 2d20 gp value.)*Lookouts share no information unless forced to give it up. Coin does not do the trick, as they are more aware than anyone of the dangers they face for divulging Mantua Nostra or Grey Lord secrets. They must be intimidated or otherwise inspired to share their information.

6. **Drover/Caravan Merchants:** As Street Vendor, above, but with greater selection of goods. Drovers and merchants have average (CL 1-7) information.

7. **Brendjamus the Mad:** See Mantua By Night and the Graveyard, Area 12. Brendjamus has Information ranging from CL 8-14, though nobody else could confirm his conjecture, nor believes his rants.

8-12. No Encounter

Mantua by Night

By night most of the locals have moved inside, locking their doors and shutters against the mists. Being a town filled with superstitious seaside folk the only encounters on the streets are with gangs of sailors, pirates, scurrilous guardsmen, and other shady characters. Careful observation may glean that one never sees individuals traveling alone in the city after dark.

MISTS

As night falls thick fog rises from the sea and covers much of the city. The mists and thick fog soak everything to the bone after 10 minutes of exposure, and reduce visibility to five feet, similarly to a fog cloud spell. See the PHB for further details.

RANDOM ENCOUNTERS IN MANTUA (NIGHT)

Roll 1d12 for every 30 minutes the PCs spend exploring Mantua after dark.

1. **MANTUA NOSTRA THIEF, (1D6):** *(They are 4th level neutral evil human thieves. Their vital statistics are HD 4d6, Hp 18, AC 15. Their primary attributes are Dexterity, Intelligence, and Wisdom. They fight with a shortsword (1d6) or sling (1d4), and wear studded leather. Their belt-pouches contain thieves tools, and 4d10 gp worth of coin, jewelry, or pilfered gemstones.)*

2. **PIRATES (2D6):** *see Nightingale's Ship's Crew, above.*

3. **GUARDS, (6):** *see Gates above for details.*

CAPTAIN, MALE HUMAN FTR 5: *see Gates above for details.*

4. Vampire spawn (1d4)

5. **SAILORS(2D8):** *(They are 1st level human male or female fighters. Their vital statistics are: HD 1d10, HP 10, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with Cutlass or Light Crossbow. They carry a Cutlass (1d6+2 points of damage) and Light Crossbow (1d6+1), and wear leather armor. They keep a pouch with 2d10 silver pieces, and wear 1d20 gp worth of jewelry and silks.)* Sailors have CL 1-2 information, and are willing to trade it for a cup of rum or mug of ale.

6. Fangs In the Dark

7. Brendjamus the Mad

8-12. No Encounter

FANGS IN THE DARK

In the event PCs have raised the interest of the Grave Lords, the

vampires attempt to ambush the PCs by using the old "someone being attacked in the alleyway trick." A comely thrall of the Grave Lords poses as a lady under attack by ruffians. As PCs move into the alleyway they are set upon by a vampire and 1d4 vampire spawn. The "lady" flees when the ambush is sprung, the spawn and their master attack until they are destroyed or their master is turned to mist, at which point they return to the Reddun Guil's Catacombs to reform or regenerate.

GRAVE LORDS VAMPIRE: *(This Chaotic Evil Unique Undead's Vital Statistics are: HD 8d12, Hp 61, AC 20. It attacks with a slam (1d6): Its special attacks include blood drain, energy drain (2 levels), dominate. They regenerate 2 hp per round, and are immune to attacks from weapons of less than +2 enchantment. In addition to other abilities, Grave Lords cast spells as 1st level wizards with the following spells: Arcane Spells Known:0—daze, detect magic, read magic, ; 1st—magic missile, protection from good.)*

VAMPIRE SPAWN (1D4): *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

THE COMELY THRALL: *(They are 2nd level human rogues. Their vital statistics are: HD 2d6, Hp 9, AC 12. They are armed with a dagger and wear 2d10 gp worth of jewelry.)*

BRENDJAMUS THE MAD

Brendjamus lives in the graveyard. He is considered a madman and a schizophrenic by the majority of citizens in Mantua, for his prophecies of doom and gloom. Currently however, Brenjamus is the only "sane" person in all of Mantua, for he knows the truth about the Mantua Nostra, and its indoctrination by the Grave Lords into a vampiric cult of Nartarus, god of the walking dead! Of course, Brenjamus has difficulty articulating his knowledge between the mad raves and insane ramblings. If not found in the graveyard, he is encountered wandering the streets, covered in holy symbols of a dozen gods, hunting in his words "spawn of Nartarus" and refuses to move out of lantern light.

For more information on Brendjamus the mad, see the Graveyard, Mantua Area 12.

MANTUA

Mantua is a small but busy seaside port along the trade routes of the western seas. The town itself is surrounded by a wall along its eastern side, with two watch towers and a gatehouse affording entrance to wagon traffic going to and coming from the town. Two other watch towers overlook the sea. Glowing beacons of eternal flame are lit there to help guide ships safely to the harbor during the particularly misty evenings. The town itself descends gradually from the bluffs upon which the wall is built to the seashore, and a deepwater port where the masts of several ships can be seen upon entering the city.

The town is crowded with travelers coming to and leaving the city. Careful observation of the local population notes that most are descended from a rich blend of seafarers stock. The locals seem somewhat lazy and lethargic however. They are slow to answer questions or point out directions to local pubs, inns, temples, and shops.

MANTUA: Population 2300 permanent residents and 1200 transient residents. 85% Human, 5% Halfling, 2% Dwarven, 2% Dwarven, 3% Elf or Half Elf, 2% half orc or other.

Locations of Interest and Importance

1. GATES

The gates are guarded by 3d4 guards who lean lazily upon their halberds and seldom bother to check any packages entering or leaving the city, and only occasionally stop travelers to ask questions. They really only give travelers a hassle if too many half-orcs, dwarves, or other non-humans happen to be in a group. There seems to be no restriction on magic, the wearing or armor, or the bearing of weapons into Mantua. The only notice of any real law is a sign that simply reads "Troublemakers are Hanged at the Dockside Gallows every morning at Sunrise." For every 5 guards present, there is 1 captain who oversees the laziness.

CITY GUARDS (3D4): *(They are 1st level human male or female fighters. Their vital statistics are: HD 1d10, Hp 10, AC 15 (16). Their Primary Attributes are Strength, Constitution, and Wisdom. They have weapon specialization (longsword). They carry a longsword, light crossbow with 20 bolts, and a small wooden shield, and wear chainmail.)*

GUARD CAPTAIN *(They are 5th level human male or female fighters. Their vital statistics are: HD 5d10, Hp 40, AC 15 (16). Their Primary Attributes are Strength, Constitution, and Wisdom. Their significant attributes are strength 16, dexterity 14, and constitution 14. They have weapon specialization (longsword). They carry a longsword, club, and a small wooden shield, and wear chainmail.)*

2. WATCHTOWERS

The watchtowers are kept by 1d6+4 city guardsmen who use the towers as barracks when off duty. They towers are 40 feet tall, and mounted with ballista upon the rooftop, that are often as not covered with tarpaulins to protect them from inclement weather.

GUARDS (1D6+4): *See Above*

CAPTAIN, HUMAN FTR5: *See Above*

3. GOVERNOR'S PALACE

This large structure dominates the northern section of Mantua. Surrounded by a high towered wall, and comprising a large three story stone building overlooking the point. The gates to the palace are closed now, both day and night and few have seen the governor since the arrival of the Grey Lords. His own favored guards and confidants have been replaced by pirates in the employ of the Grey Lords, who dress in the gear and guise of his house guards.



Should anyone arrive at the Governor's Palace, the guards turn the PCs back, saying that the Governor is in quite ill health and is not taking visitors. If the PCs happen to have documents from the Duke or some other important official whose word would carry weight with the Governor, the guards offer to take the documents and turn them over to the Governor at their soonest convenience. They then direct PCs to wait for word at Reddun Guils. Should this ruse succeed in directing the PCs to Reddun Guils, a runner is dispatched to deliver the documents to Damadal, Charity, or Ron Riccio. Thus when the PCs arrive at Reddun Guils they are walking into a well laid trap!

If the PCs are more persistent or observant, they may notice that the guards are very well tanned, and possibly notice the tattoos of seafarers and pirates upon the hands or arms of the guards. Regardless the gates are not opened for the PCs, requiring the PCs to force their way in, or find some other egress if they are insistent in meeting the Governor.

Those of the original guard who were not slain by ambush of the Grey Lords, were locked in the Palace's northernmost tower, where occasionally Grey Lords return to feed, taking care not to drain them unto death, lest they run out of an easy food source.

Governor Dafidov, is a distant cousin of Duke Mandras Karbosk and was once a commodore of a small fleet of privateers which sailed the Vestlig Sea. Here Dafidov plied the waters between Rhodensia and the Dark Continent, liberating slave ships and plundering the treasures of Rhodensian nobles, with a cut going to Duke Mandras Karbosk IV (the current Duke's father).

The Governor is now completely in the thrall of Miss Charity, having been drained to a shell of his former greatness.

PIRATE "GUARDS" (10) *(They are 3rd level neutral evil human fighters. Their vital statistics are: HD 3d10, Hp 20, AC 16. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They dress in chain mail armor, and wear 3d10 gp worth of jewelry. Each typically possesses another 2d10 gp in coins.)*

GOVERNOR DAFIDOV *(He is a 2nd (Formerly 10th level)neutral male human Fighter. His vital statistics are: HD 2d10, Hp 10*, AC 12. His Primary Attributes are Strength, Intelligence, and Dexterity. He has weapon specialization with a cutlass (1d6+5 due to strength, specialization, and magical enhancement). His Significant Attributes are Str 16, Int 14, dexterity 16. *His constitution is currently drained to 5. and he is under the effects of a consistent vampiric suggestion. He wears a +2 Cutlass, and wears a +2 ring of protection, and a Governor's signet ring worth 200 gp.)*

As is noted, the Governor is in bad shape and in desperate need of assistance. Governor is currently bedridden due to weakness from persistent life energy and blood drain so that he cannot even lift himself from his bed. Every few nights, Miss Charity arrives to entertain (and drain) the Governor further.

Due to fang marks on his throat, and the general pale pallor

of his flesh, it is obvious that the Governor is the victim of a vampire. If asked about the nature of his wounds, or the current situation in Mantua, the governor denies any knowledge. If asked directly about Charity, he governor lies for her, and denies any knowledge of her or her activities. Likewise he defends her with his life unless her contact is broken with him for a period of at least 24 hours (if she flees town for example). Otherwise divine intercession may succeed by magic which would remove or break charms.

For those making the attempt to revive the governor it must be stated that significant time has passed, to the point that even repeated casting of Restoration would only regain half of the levels that the Governor has lost. Luckily his constitution could be replaced with Restoration, or over a course of weeks without being drained by Miss Charity. Unfortunately, the gravity of what has happened to him, and to Mantua is largely more than the Governor can bear.

The governor himself was once a lawful and honorable man, but had become corrupted over the years by bribes of coin and flesh offered him by the Mantua Nostra. The one prevailing law that he has stood behind in the last half dozen years is the summary execution of those who commit random murder, and the hanging of pirates not formerly or currently allied with his underworld business associates.

If restored to health, Governor Dafidov gives the Libertine, his prized ship and its crew to the PCs as a reward. He tells the PCs everything he knows about Reddun Guil's, Miss Charity, and the Grey Lords ambitions. Once the PCs have departed his presence he quietly falls on his own sword in shame.

GOVERNORS GUARD (5): *They are 1st Level Human Fighters; HD 1d10, Hp 4, AC 10.*

These men are weakened and injured, but with time would recuperate the remainder of their lost hit points, and re-arm themselves.

4. NORICO THE CANVASSER

Norico the Canvasser runs a small shop on a backstreet away from the docks. Local fishermen come to him to get their sails mended and replaced. His shop usually has at least a couple local fishermen chatting as they wait for their sails. Because of this, Norico is well informed about all the rumors and tales of the waters around the city.

NORICO *(He is a 4th level human rogue. His vital statistics are: HD 4d6, Hp 18, AC 13. His Primary Attributes are Dexterity, Intelligence, and Charisma. He wears a leather apron that grants him +1 to his armor class and a pair of bracers of armor +2 that he earned on a thieving mission in his younger years. He carries a +2 dagger also earned in pursuit of his former career.)*

Norico has rumors from CL 1-4.

5. RUDOLFO'S APOTHECARY

Rudolfo's humble apothecary shop serves as a front for his more illicit business. A master in the art of poisons, Rudolfo fled his native land years ago after he found himself dangerously entangled in court intrigues. Having resided in Mantua for the past two years, he's taken jobs ranging from crafting poisoned blades for underworld assassins to subtle concoctions delivered by the most devious means for high society patrons. Poisoned nail polish for targets who chew their nails and poisoned bath salts are just two of his specialties. The vampires have sent a good deal of work his way though they've never outright revealed themselves to him, fearing he may one day be caught for his other contracts. Rudolfo is no one's fool however, and strongly suspects all is not as it seems. Most of his poisons are custom concoctions but he does keep a few of the vulgar common poisons for sale.

RUDOLFO *(He is a 6th level human assassin, His vital statistics are HD 6d8, Hp 33, AC 16. His Primary Attributes are Intelligence, Dexterity, and Charisma. He wears +2 leather armor, and carries a +2 dagger coated in Type IV venom.)*

Rudolfo manufactures venoms for connected clientele only. Clients must be vouched for by someone that Rudolfo trusts and has done previous business with. The venoms he sells cost the list price. He has venoms available up to type IV in strength. PC assassins may be aware of Rudolfo through their own contact lists or guild at the Castle Keepers option. Rudolfo has rumors from CL 1-14 but is making too much money off of the Grave Lords and Mantua Nostra to give up any of his information short of torture!

6. THE MARKET

This open air market, surrounded by various shops, offers most standard goods found in the Castles & Crusades Players Handbook at 10% below market prices due to the high volume of trade.

7. YELBI'S DRY DOCK

Yelbi, a halfling shipwright runs this outfitting and dry docking operation. He generally charges 15% of a ships gp value to retool and refit it after common damages, and more should the ship have suffered major damage.

YELBI *(He is a 4hd male halfing. His vital statistics are: HD 4d8, Hp 23, AC 16. He carries a working maul and chisel dealing 1d6 points of damage if used as weapons. Yelbi is of different Halfling stock than those of Gilby Hall, and would not recognize their customs.)*

Yelbi has Rumors from CL 1-6.

8. THE DOCKS

Wooden docks extend out into the sea from a well-managed though somewhat decrepit looking pier. The area is thronged with unsavory sailor types. A gallows stands at the end of the pier. Still hanging from an extended yardarm is the corpse of a

pirate who did not escape the long arm of the law. Several ships are put in at the docks. Most are fast sailing ships and merchant vessels however notable among the vessels is a small fast looking galley of sleek yet somewhat ancient design looking design.

Fifteen zombies are held down by chains and stones ten feet below the surface of the water, they being former rowers of the Nightingale that were traded for fresh rowers.

ZOMBIES (15) *(These neutral evil common undead's vital statistics are: HD 2d8, Hp 14, AC 12. They attack with a slam (1d8). As they are chained and weighted, the zombies have no movement rate but attempt to grapple en mass and devour any humanoid that falls into the water near them. Their actual locations and numbers are at the discretion of the Castle Keeper.)*

9. THE NIGHTINGALE

The Nightingale is Captain Damadal's ship. For more information on the Nightingale see Act III.

10. THE LIBERTINE

Slightly larger and faster than the Nightingale, the Libertine is also docked here in Mantua.

The Libertine is the Governor's private flagship. It is crewed by twenty sailors and ten marines. Though in truth, half of its sailors have been replaced since its last port with pirates who have infiltrated the crew at the behest of Damadal. These spies are in league with the Pirates of Umbrego Cove. Although pirates are only loyal to their own greed, and beyond that their own captain, Damadal holds high rank amongst the Pirates of Umbrego Cove, thus commands their respect.

For more information on the Libertine, see ACT III.

11. REDDUN GUIL'S

Reddun Guil's is described in detail under the adventure heading : ACT II

12. GRAVEYARD

This cemetery serves as burial ground for those moneyed merchants and wealthy folk who pass to their great beyond in Mantua. A full city block of headstones, underground sepulchers and above ground tombs is generally shunned by local folk who only visit on the Day of the Dead, or for funerals. Oddly enough the general population has likely forgotten that the graveyard is actually hallowed ground, thus one of the safest places in all of Mantua after dark. The one resident who knows this is Brendjamus the Mad, who dwells within an abandoned sepulcher, strung with garlic, holy symbols, and splashed everywhere with holy water.

As hallowed ground the Grey Lords cannot cross into the cemetery. Brendjamus knows this, and in the event the PCs find themselves in a desperate situation, may lead the PCs to the Graveyard and relative safety. This safety is of course from the vampires and their spawn alone, for Damadal's pirates



and rogues of the Mantua Nostra have no problem entering hallowed ground on their behalf.

Brendjamus may be used as plot device to get things moving, or appear mysteriously in situations where things are going against the PCs in order to help them out. That said, use such NPCs sparingly, and remember, Brendjamus is every bit as "mortal" as the PCs themselves. He may be subject to attacks and he may die!

BRENDJAMUS: *(He is an 8th level chaotic neutral human cleric. His Vital Statistics are: HD 8d8, Hp 48, AC 14. His Primary Statistics are Wisdom, Dexterity, and Charisma. His Significant Statistics are wisdom 16, dexterity 14, and charisma 16. He wears studded leather armor and carries a +1(+3) undead bane heavy mace. Brendjamus has 4 scrolls of restoration, 2 potions of cure serious wounds, 4 potions of cure light wounds, and 2 potions of heal.)*

Brendjamus is indeed mad… though this is the blessing of his deity Ataxus.

Running Act I

Possibly the most important thing in Act I is establishing time. A fair assessment of the time in which the adventure begins, and how much time such things as exploring, traveling across town and interviewing NPCs should be accounted so that the Castle Keeper has a firm grasp of sunrise and sunset in Mantua.

Most fair to establish for the PCs is to allow them to decide when they want to arrive in town, and then roll 1d4 and add that number of hours. This would be the actual time vs. their estimated time since none of their characters (hopefully) have a watch.

IMPORTANT HOURS

6:00 am: Sunrise

7:00 am: Mists clear, Docks Open.

12:00 pm: Noon. Lunch, all shops closed, restaurants and pubs stay open

2:00 pm: Businesses Reopen/

6:45 pm: Lamplighters begin lighting the street lamps.

7:00 pm: Sunset, Docks and Businesses Close. Taverns and Inns remain open.

7:30 pm: Streets empty of most residents, travelers and visitors typically all that remains on the streets.

8 pm: Nighttime mists roll in.

Estimating Time

Once the time has been established use the following rule of thumb to determine how long things take. Moving through the city from place to place is not nearly as easy as standard overland movement. During the day, the narrow streets are crowded with wagons, carts, street vendors and pedestrian traffic. Thus movement takes twice as long on the streets and three times as long through the market. In other words moving from the Eastern Gates to the docks should take roughly 15 minutes.

The amount of time taken to question individuals, shop, and the like is exactly the same amount of time it takes to role play such events. Thus if the PCs have a 10 minute conversation with Norrico the Canvaser, their actions take 10 minutes.

Keep track of this time, and any other time to determine if the PCs begin their investigation of the Nightingale, The Mayor's Palace, or Reddun Guil's. Time awareness is important to the management of this adventure as it dictates the sorts of encounters and enemies that the PCs encounter.

FOR TOURNAMENT PLAY: Consult the chart at the end of the module on acquiring points for role play, combat, and gathered information to see which players move on to Act II. It is quite possible that session one is very short, possibly lasting no more than an hour or two at **NOTE:** Any characters from session I that are slain by a Grey Lord should return in Act II as a vampire spawn!

ACT II: ALL ROADS LEAD TO REDDUN GUIL'S

In the first act of this adventure, the various paths of the PCs explorations and information gathering should lead them either directly or indirectly to the doors of Reddun Guil's Tavern. The vampires who run Reddun Guil's are a vicious and intelligent sort, using their many abilities to attempt to separate and destroy the PC party! This is a very dangerous place and Castle Keepers should be very careful how they run the encounters detailed below so as not to give impression they are purposefully "out to get the players". In other words, feel free to increase or decrease the challenge levels and encounters accordingly.

Running Act II

Sidebars are listed throughout this section of the adventure with notes for fully realizing the action that takes place in Reddun Guil's and its hidden crypts.

For Use in Tournament Play

As used in Tournament Play, survivors of ACT II should be graded on their ability to survive the vampire threat, and awarded points for the number of challenges that they overcome. Such challenges are indicated throughout the text for ease of calculation at the end of the session. The session should run for 3-4 hours with all other sessions running concurrently. Survivors move on to ACT III. See the end of this module for information on how to score characters for movement to ACT III.

Reddun Guil's Tavern

Eventually the PCs' exploration and information gathering should lead them to the ostentatious pit of debauchery and evil known as Reddun Guil's Tavern, the place where most of the missing persons, or contacts that the PCs seek were last seen entering Mantua. Grave Lords vampires and their Mantua Nostra spawn keep to the confines of the Reddun Guil's, unless they are alerted to the presence of newcomers, asking all the wrong questions.

This two story structure of gaudy red painted boards stands glaringly against a backdrop of two story clapboard tenement buildings, their owners having long since given up any plans or intent to paint their dry rotted exteriors. Reddun Guil's Tavern is the only business in all of Mantua whose doors remain open to the public all night long.

STANDARD FEATURES

Doors and Windows: Unless otherwise noted the doors at Reddun Guil's are good wooden doors with stout locks. The doors require a successful strength check (Challenge level 10) to break in one blow. Failing this they may be cut down in 1d6 rounds. Their locks are a Challenge Level 5 to pick with a rogue's open locks ability. Windows are shuttered and closed with a lock on the inside. They may be broken with any sharp blow, and the shutters kicked out with a strength check (Challenge Level 4).

The two main levels of the Reddun Guil's Tavern are designated R for the aboveground floors, and C for the catacombs beneath street level.

R1: The Entry

The entrance to Reddun Guil's Tavern features heavily lacquered front door painted in sea foam green. Painted on the door is a vulgar rendition of an ancient sea god. The upper body of the sea god is fine and fair of bearing like that of the Sea God, but his lower body like that of an octopus, whose tentacles are wrapped around the hull of a sunken ship. The sea god holds a cup of red wine in one hand and is flanked by the alluring figures of equally vulgar mermaids, magically enchanted to wave and beckon to visitors of the tavern.

Beyond the doorway is a small guard chamber where a pair of burly half-orc bouncers keep a lazy eye out for trouble makers who have previously been thrown out of the establishment.

BOUNCERS: *(They are neutral evil 5th level half orc fighters. Their Vital Statistics are HD 5d10, Hp 34. AC 15. They wear a mail hauberk, and carry a two handed axe (1d12+3) or Club (1d6+2).)*

R2: The Common Area

The Common Area is broken in to three general areas: the Front Room, The Bar, and the Back Room.

A. THE FRONT ROOM: The common room of Reddun Guil's seems rather cramped and tight with a few tables that seat groups of 4-6 persons each. A bar along the eastern side of the common room seats another half dozen, while others seem to mill around, shoulder to shoulder in the throng. Most appear to be sailors, drovers, or mercenaries with an evening off and coin to burn. A wide red velvet curtain separates a second section of the common room from the rest. Some music and revelry seems to be heard from beyond the curtain. Stairwells on the east and west side of the front room lead to upstairs rooms used for private liaisons.

There are commonly 2d6+2 customers in the front room, and 1d4 members of the Mantua Nostra working variously as barmaids, bartenders, and lookouts mixed in with the crowd. These rogues are complete thralls of their vampiric masters and do the bidding of Miss Charity implicitly, knowing the fate that befalls those who question her authority. During the evening hours an Grave Lords supervisor keeps an eye on things in the front room, blending perfectly with the rather boisterous crowd, and fading to cover in the off chance that a paladin should set foot in this well known den of debauchery.

B. THE BAR: Drinks at the bar are widely varied, from ales and ports, to whiskies and the ever popular brown rums brought back from the South Seas. Most average in price from 2 sp to a gp for a cup of liquor or a mug of ale to 5 gp for a full bottle of rotgut rum and 20gp for a bottle of the good stuff. The bar is tended by Vassco, a one eyed rogue and full member of the Mantua Nostra. If Vassco is uncomfortable with his new bosses, he surely isn't saying anything.

VASSCO *(He is a neutral evil human 7th level Rogue. His Vital Statistics are: HD 7d6, Hp 29, AC 16. His Primary Attributes are Intelligence, Dexterity, and Charisma. He wears studded leather armor, an amulet of armor +2,and carries a +1 cutlass (1d6+2 for magic and strength). His belt pouch contains thieves tools, and 3d10 gp, and 3 gemstones worth 50 gp each. He has 2 potions of cure light wounds.)*

BARMAIDS (1D4): *(They are neutral evil human 2nd level rogues. Their Vital Statistics are: HD 2d6, Hp 9, AC 12. Their Primary Attributes are Intelligence, Dexterity, and Charisma. They have daggers concealed in their stockings or girdles (1d4). They wear 2d10 gp worth of jewelry.)*

RUNNING REDDUN GUIL'S: MOVING RIGHT ALONG

PCs coming to the bar looking for answers as to where disappearing individuals have got to must figure out what is going on through role play and deductive reasoning. A PC rogue offering credentials from their own guild or association to one of the members of the Mantua Nostra is told to meet up with one of the "pleasure slaves" from the Back Room, to go to a room upstairs, and "await further instruction." This is of course a trap. See details in the Back Room, and Upper Story and Private Rooms for details. Otherwise the PCs may get the sense that the folk they are looking for were here, and may have to devise a diversion or some other plan to investigate the tavern further.

C. THE BACK ROOM: Behind the velvet curtain is a much more boisterous crowd. Three large tables are set up in the middle of the floor where pirates, sailors, teamsters, drovers, mercenaries, and off duty guardsmen bid on the companionship of the Reddun Guil's stable of pleasure slaves like so much cattle. The pleasure slaves are put up on tables to dance, and entice the motley crew of onlookers, who in turn call out their bids for an opportunity to take their company for a few hours. Gaudy paintings of half naked humanoids adorn the walls of this room. Doors to the east and west are used by the Reddun Guil's bouncers to toss folk out who are causing trouble or having too good a time. Musicians play seductive music in the corners of the room to woo the audience into spending more and more of their money.

The auctions are administered by Pedro, a member of the Mantua Nostra, and more or less a willing thrall to the Grave Lords. Grave Lords members let Pedro know if someone in crowd is visiting the Reddun Guil's alone, and should therefore make a good subject to be sent off with one of the "special entertainers." Special entertainers are none other than comely members of the Grave Lords who are mixed into the auction. They use their vampiric domination to entice would be prey into bidding their purse, before capturing them either to feed upon or sell into slavery. Pedro sees that such victims win their bid, knowing that it is his neck if he messes up and loses a target chosen by his masters.

Bidding always starts at 5 gp, and often goes much higher for a two hour stint with one of the lovely performers.

CUSTOMERS, MALE OR FEMALE COM 2 *(2d6+2): (They are human commoners: Their vital statistics are HD 1d8, Hp 4, AC 12.)*

JUAN AND EVITA THE MUSICIANS: *(They are 2nd level neutral evil bards. Their Vital Statistics are: HD 2d10, HP 14, AC 13. Their Primary Attributes are Intelligence, Dexterity, and Charisma. Their significant Attributes are: Dex 16, Cha 16. They are armed with longsword (1d8) and daggers (1d4), and wear leather armor. Their lute and harp are worth 100 gp each.)*

GRAVE LORDS "PLEASURE SLAVE" (NIGHT TIME ONLY): *(This Chaotic Evil Unique Undead's Vital Statistics are: HD 8d12, Hp 61, AC 20. It attacks with a slam (1d6): Its special attacks include blood drain, energy drain (2 levels), dominate. They regenerate 2 hp per round, and are immune to attacks from weapons of less than +2 enchantment. In addition to other abilities, Grave Lords cast spells as 1st level wizards with the following spells: Arcane Spells Known:0—daze, detect magic, read magic, ; 1st—magic missile, protection from good.)*

PLEASURE SLAVES, MALE OR FEMALE COM 2: *(These neutral humans Vital Statistics are: HD 1d8, Hp 4, AC 12.)*

PEDRO, MALE HUMAN *(He is a 6th level neutral evil human Bard. His vital Statistics Are: HD 6d10, Hp 45, AC 14. His Primary Attributes are Intelligence, Dexterity, and Charisma. His Significant Attributes are dexterity 16, charisma 17. He carries a +3 dagger (1d4+3) hidden in a silk vest. He wears a ring of protection +2, 2 potions of invisibility, 2 potions of cure light wounds, and a ring of undetectable alignment.)*

GRAVE LORDS AMBITION

Careful to keep their presence in the city as quiet, and as tolerated as it can be, the Grave Lords only kidnaps and feeds upon lone travelers. It is their experience that individuals who travel alone are less likely to be missed than a member of a ships crew, or a group of mercenaries set to leave the city to guard a caravan the following morning. True to their nature, the Grave Lords is furthermore uninterested in easy prey, or prey that is of little commercial value to them down the road. They shrewdly select targets that may be of some value not only to their overseas customers, but also ones who could potentially offer a healthy ransom in magic or hard to gather information.

The Grave Lords are not fools after all. They know that if they were to devour too many people in Mantua, their actions would reveal them for what they truly are. No doubt a force of one hundred paladins of Vanium would eventually arrive and lay siege to the town, forcing an inquisition the likes of which have not been seen in centuries.

The Grave Lords vampires and spawn planted amongst the pleasure slaves are of course not present during the daylight operation of Reddun Guil's. It should be noted that the pleasure slaves of Reddun Guil's always "seem" demure, comely, and warm to their customers, if not slightly dull and vapid. This is due to their submission to the domination of vampires and spawn of the Grave Lords.

R3: Ataxus's Chance

This section of the right wing of Reddun Guil's is a large gaming hall, offering dice and card games such as Helms. Nearly as packed as the common room and back room, those with more coin than sense plunk down a month's wages in the off chance that they can beat the house dealers and walk off with a private treasure trove. The pit boss of the games is a gnome by the name of Gonchallo. The games here appear straight and on the up and up, but during evening hours, Gonchallo uses the services of a vampire spawn in the guise of a friendly courtesan to use its powers to manipulate the minds of big winners into taking foolish bets that they inevitably lose. For a person to walk out 20-100 gp richer is not uncommon. For someone to win thousands is unheard of… and generally not tolerated.

GONCHALLO: *(He is 7th level neutral evil gnome rogue. His Vital Statistics are HD 7d6, Hp 29, AC 18. His Primary Attributes are intelligence and Dexterity. His Significant Attributes are intelligence 16, dexterity 16. He wears +4 leather armor and a ring of mind shielding. He carries a +2 shortsword).*

VAMPIRE SPAWN: *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

DEALERS/CROUPIERS (1D6) *(They are 2nd level neutral evil human rogues. Their Vital Statistics are: HD 2d6, Hp 9, AC 12. Their Primary Attributes are Intelligence, Dexterity, and Charisma. Their gaming tables typically have 1d100 gps worth of coin on them at any time.*

R4: The Champaign Room

This room was allegedly used by the former Godfather of the Mantua Nostra as a private retreat from the doldrums of running a successful guild. As Don Martimho is no more, the campaign room is now given over to "special guests," these being living associates of the Grave Lords.

Currently the necromancer Damadal keeps the Champaign room as his land-side quarters. Damadal is a messenger for the Grave Lords, and captain of the Nightingale. As a special favor to Charity, he turned Don Martimho into a zombie which she keeps around to remind the Mantua Nostra who the real boss is.

Details on the Nightingale and Damadal's crew are found in the ACT III section of this adventure. Damadal keeps all of his belongings with him at all times. Damadal works his physique constantly, an obsession uncommon for one of his calling. He finds that a strong body denotes a strong mind. Damadal cuts an impressive swath amongst his crewmen whom he frequently bests at wrestling and feats of strength.

DAMADAL: *(He is a 10th level Lawful Evil Wizard (Necromancer): His Vital Stats are HD 10d4, Hp 40, AC 15. His primary Attributes are strength and Intelligence. His Significant Attributes are strength 17, intelligence 18, and constitution 16. He wears a +3 ring of protection, +2 bracers of armor, and a brooch of shielding (fully charged). He carries a +3 frostbrand*

cutlass (1d6+6), and a rod of absorbtion which has already absorbed 10 spell levels, and an ebony fly. He keeps two scrolls of teleportation, and 3 scrolls of animate dead. He additionally wears 100 gp worth of jewelry, and has 200 gp in mixed gemstones and coin on his person at any given time. He has the following spells prepared (6/6/5/4/3/2): 0—dancing lights, detect magic, endure elements, ghost sound, mage hand, message; 1st—change self, charm person, feather fall, magic missile, protection from good, sleep; 2nd—Acid Arrow, invisibility, see invisibility, mirror image, ray of enfeeblement; 3rd—lightning bolt, hold person, cipher, water breathing; 4th—dimension door, confusion, fear ; 5th—cone of cold, hold monster.)

R5: The Guarded Hallway

This hallway remains guarded by 2 members of the Mantua Nostra at all times, day or night.

MANTUA NOSTRA THIEVES (2): *(They are 4th level neutral evil human rogues. Their Vital Statistics are HD 4d6, Hp 13, AC 14.Their Primary Attributes are intelligence, dexterity and constitution. They carry quality cutlasses (1d6+1) and slings (1d4). They wear leather armor. Their pouches contain thieves tools, 2d20 gps, 1 potion of cure light wounds, and 1 potion of invisibility each.)*

R6: The Den of Thieves, Mantua Nostra Meeting Hall

This is the general gathering area for living members of the Mantua Nostra. It is a bar within the bar that serves as a training hall and has a wall for posting general communications from the Godfathers to their gangs. Only members of the Grave Lords or the Mantua Nostra are allowed into this hall. Private apartments for Mantua Nostra members who are on the lam from authorities may be found here. It should be noted, that under the current regime, few actual members of the guild that are not dominated by vampires or spawn sleep at the tavern. Most have opted to take up lodging elsewhere in the city.

There are 2d4 Mantua Nostra thieves in this chamber at any one time, and 1d2 crew bosses.

Mantua Nostra Thieves (2d4): See area R5 above for details.

CREW BOSSES (1D2): *(They are 6th level neutral evil human rogues. Their Vital Statistics are HD 6d6, Hp 26, AC 15.Their Primary Attributes are intelligence, dexterity and constitution. They carry quality cutlasses (1d6+1) and slings (1d4). They wear studded leather armor. Their pouches contain thieves' tools, 4d20 gps, 1 potion of cure light wounds, and 1 potion of invisibility each.)*

R6A-R6G: THE BUNK ROOMS

The bunk rooms are the small cell like chambers that surround R6. Each bunk room has a small bunk bed and locked iron bound wooden chest holding the belongings of the rogue using the room. There is a 20% chance that a given room is occupied by a member of the Mantua Nostra, who is resting at the time, unless awakened by fighting in the Meeting Hall.

MANTUA NOSTRA THIEF: *See area R5 above for details.*

TREASURE: Each strongbox contains 2d4x20 gp worth of gems, jewels and various coin, and 1d4 mundane items from the Monsters and Treasure by Troll Lord Games.

PCs searching in bunk area R6G discover a secret door hidden under a bed with a successful wisdom Attribute Check (Challenge Level 6) that leads to Area C1 of the Reddun Guil's Catacombs.

R7: The Kitchens and Storage

This area is used to store food and kegs, jugs of wine, and casks of whiskey. There is roughly 2,000 gp worth of foodstuffs and liquor within this chamber. A pair of locked doors in the south lead to Vassco's quarters. A locked door to the north opens to a staircase that descends into to Area C1 of the Reddun Guil's Catacombs.

R8a: Vassco's Office

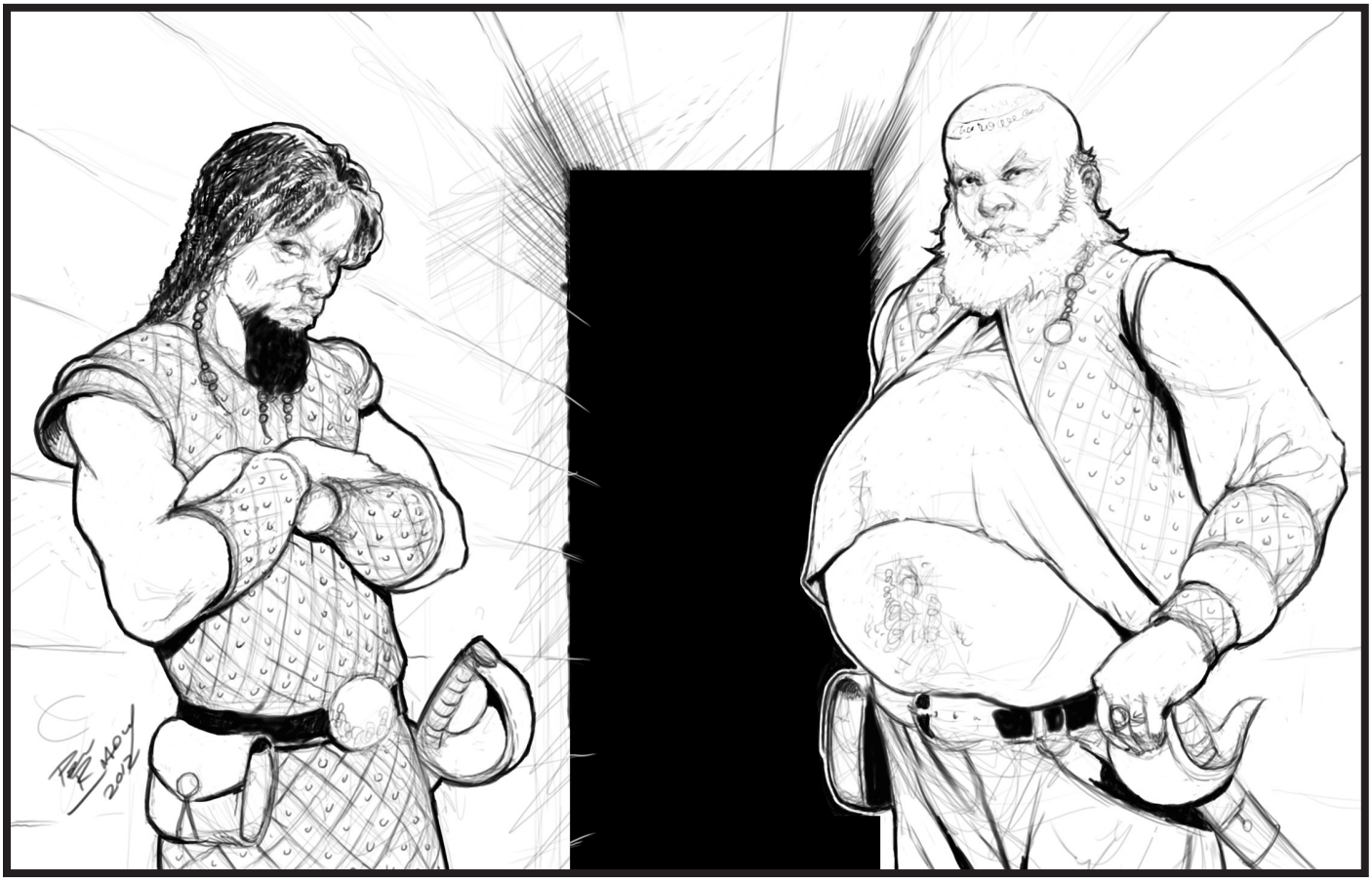
This chamber has served as Vassco's office for all the years he has run Reddun Guil's. Most of the documents and paper work refer to the establishment under the name of The Randy Merman. Vassco's desk is locked and trapped with a poison needle trap, a successful Traps check (Challenge Level 15) reveals the presence of the trap. A second successful Traps check (Challenge Level 15) discovers a locked safe in the floor with a scything blade trap that contains 4,000 gp in various gems, jewelry, and coins, as well as a list of names of individuals that the guild is extorting money from, as well as lists of ships and their manifests and what cut the Mantua Nostra is taking from the captains as protection money. These documents alone could get as much as 10,000 gp if sold on the black market to the "right" sort of people.

FLOOR SAFE: The safe has an AC 20, HP 60, with hardness represented by the increased armor class of the object. A pry-bar or maul and chisel automatically hit dealing 1d6+strength bonus points of damage per round to the safe. Otherwise the safe may be cracked with an Open Locks (Challenge Level 15). Loud chiseling brings forces an automatic Random Encounter check for every turn, spent chiseling.

SCYTHING BLADE TRAP: The scything blade is +10 to hit, 3d6 Damage, dealing double damage on a Natural 20. A second traps check (Challenge Level 8) disarms this trap.

LOCKED DESK: A successful Open Locks (Challenge Level 8) is required to unlock the desk.

POISON NEEDLE TRAP: If the trap is not discovered, it strikes the Rogue automatically for 1 point of damage and forces a successful constitution Save (Challenge Level 10) Type V poison. On a successful save the victim takes 1d10 points of damage and



suffers a -1 to their intelligence for for 2 weeks. On a failed save they suffer 2d12 points of damage and suffer -2 to their dexterity and must make a second constitution Save (Challenge Level 10) If the second save is also failed they die instantly.

R8b: Vassco's Room

This room is rather small, and contains a simple bed and furnishings. A rack on the wall contains an extra suit of leather armor +2, four expert daggers, and an expert cutlass. Other than that there is nothing of any real value in this room. Vassco sleeps here from about 5 am until 1 pm. The rest of the time is spent tending bar and keeping the books.

UPPER STORIES AND PRIVATE ROOMS

The upper floors of Reddun Guil's are used by the inmates of the brothel to perform their amorous deeds for customers with the right amount of coin. Individuals purchasing one of the Reddun Guil's love slaves for an evening are led to one of these eighteen chambers where their needs are fulfilled by one of the Grave Lords's many thralls. Allow the "guest" a wisdom check to notice anything out of the ordinary with their concubine (Challenge Level 8) on a successful check, the "guest" notes two perfectly spaced incisions upon the neck, breast, wrist, or thigh of their chosen concubine. If asked, the pleasure slaves have no idea where the wounds came from.

STANDARD FEATURES

DOORS AND WINDOWS: Unless otherwise noted the doors at Reddun Guil's are good wooden doors with stout locks. The doors require a successful strength check (Challenge level 10) to break in one blow. Failing this they may be cut down in 1d6 rounds. Their locks are a Challenge Level 5 to pick with a rogue's open locks ability. Windows are shuttered and closed with a lock on the inside. They may be broken with any sharp blow, and the shutters kicked out with a strength check (Challenge Level 4).

SOUND PROOFING: The upstairs rooms are fitted with sound proofing that causes a -10 circumstance penalty to any Listen checks.

GUARDS: Thugs in the payroll of the Mantua Nostra patrol the halls. One stands at the top of each staircase, others patrol the halls. A roll of 1 on a 4 sided dice indicates a thug is in any given hall.

> **THUGS** *(They are neutral evil 4th level human fighters. Their vital stats are HD 4d10, Hp 28, AC 15. Their Primary Attributes are Strength, Wisdom, and Constitution. Their Significant Attributes are strength 16, and dexterity 14. They have weapon specialization with their expert broadswords (2d4+4). They wear a chain hauberk and keep 2d20 gp in their pouch. Each also has a potion of cure light wounds.)*

THE CATACOMBS: BLOOD AND LUST

Individuals who arrive at Reddun Guil's alone and find themselves in the company of one of the Grave Lords's "special entertainers" are taken to one of the larger rooms on the second floor where they can have some peace and quiet. Hidden in the larger rooms, marked E and F on the map are 1d4 vampire spawn, who lie in wait until the victim is in the throes of passion before the entertainer and the spawn strike. The vampires take care not to kill their prey, but instead drain them to one life energy level, and 1d4 Hp, weakening them for later resale in international slave markets. The special rooms contain a dumbwaiter hidden in the fire place that lowers subdued prey into area C7 of Reddun Guil's Catacombs. The dumbwaiter holds two Medium or four Small occupants at a time.

Reddun Guil's Catacombs

Beneath the Reddun Guil's is a claustrophobic warren of service tunnels once used by the Cosa Mantua to store contraband and loot. Although it still serves that purpose, many of the chambers have been turned into holding areas for the Grave Lords slaves, and resting places for the vampires during the daylight hours.

STANDARD FEATURES

DOOR: These are good wooden doors with stout locks. The doors require a successful strength check (Challenge level 10) to break in one blow. Failing this they may be cut down in 1d6 rounds. They requires a successful Open Locks check (Challenge Level 6) to unlock.

STONE SECRET DOORS: The stone doors have an armor class of 25, and 80 Hp. They may be hit automatically with a chisel and ball for 1d6 plus strength bonus points of damage per round, though this attracts automatic random encounters. Their lock is a (Challenge Level 5) to pick.

Random Encounters: Roll 1d8 for every 10 minutes spent in the Catacombs

1. **VAMPIRE SPAWN (1D4:** *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

2. **MANTUA NOSTRA THIEVES:** *(They are 4th level neutral evil human thieves. Their vital statistics are HD 4d6, Hp 18, AC 15. Their primary attributes are Dexterity, Intelligence, and Wisdom. They fight with a shortsword (1d6) or sling (1d4), and wear studded leather. Their belt-pouches contain thieves tools, and 4d10 gp worth of coin, jewelry, or pilfered gemstones.)*

Damadal Tahel and 1d8 Wights

3. **WIGHTS (1D8):** *(These lawful evil extraordinary undead creatures' vital statistics are: Hd 4d12, Hp 32, AC 15. They attack with a slam for 1d6 points of damage. Their special attack includes energy drain.)*

4. Miss Charity or Ron Riccio.

5. **GIANT RATS (1D100):** *(These neutral creatures vital statistics are: HD 1d4, Hp 2, AC 13. They attack with a bite for 1d2 points damage. Their special attack is a chance of disease.)*

6-8. No Encounter

C1: The Wine Cellar

The wine cellar is just below the kitchen and is also accessed by the secret staircase in bunkhouse g. Rack upon rack of fine wine totaling at least 5,000 gp lines the walls of this room. A pair of crew bosses watch the wine cellar during the day, and three vampire spawn watch it by night.

CREW BOSSES, MALE HUMAN ROG 6 (2): *(They are 6th level neutral evil human rogues. Their Vital Statistics are HD 6d6, Hp 26, AC 15.Their Primary Attributes are intelligence, dexterity and constitution. They carry quality cutlasses (1d6+1) and slings (1d4). They wear studded leather armor. Their pouches contain thieves tools, 4d20 gps, 1 potion of cure light wounds, and 1 potion of invisibility each.)*

VAMPIRE SPAWN (3): *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

C2: Trapped Entrance to the Spawn Crypts

A successful Traps or wisdom check (Challenge Level 5) finds a secret door along this passage leads to a 5 ft. by 5 ft. alcove. Anyone stepping into the alcove has 1 round to find the kill switch with a successful Find and Disarm Traps check (Challenge Level 12) before the secret door slams shut and activates the acid bath trap. The alcove fills from floor to ceiling with acid. A second secret door requiring a successful wisdom or Find Traps check (Challenge Level 8) finds the entrance to the Spawn Crypts. The second secret door will not open if the trap is still armed.

The acid fills the chamber dealing 1d6 cumulative points of damage per round to a maximum of 10d6 on the 10th round, before draining at a rate of 1d6 per round, typically leaving behind naught but gold, glass, and pottery at the end of 20 rounds. Use the statistics for the stone slab secret doors for information on the thickness and difficulty to overcome of the stone door.

C3: The Western Spawn Crypts

This chamber once served as a large storage facility for stolen goods and contraband merchandise. It is now filled with five coffins that serve as the resting place of Mantua Nostra rogues that have been turned to vampire spawn by Charity and her henchmen.

If assaulted during the daytime, the vampires are virtually hopeless. If encountered at night there are 1d4 vampire spawn present in the chamber at any one time plus any spawn that have been turned to gaseous form by the PCs.

VAMPIRE SPAWN (1D4+): *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

TREASURE: The vampire spawn have 2d10x20 gp worth of treasure in their coffins plus 1d2 mundane items found in Monsters and Treasure by Troll Lord Games

C4: The Boudoir of the "Pleasure Slaves"

This richly appointed chamber is well lit and features 4 finely tooled white coffins inlaid with platinum filigree. This is the chamber that the most comely of the Grave Lords vampiric minions call home when not in the upstairs portion of Reddun Guil's entertaining guests and sating their hunger. There are four ornate dressing tables, whose mirrors are strangely covered over with life like paintings of the vampires found here valued at 1,000 gp each. Makeup pots making the equivalent of four disguise kits set upon the tables. The vampires paint each others' faces based on their portraits so as to appear more lifelike to the naked eye. Chests filled with 2.000 gp worth of silk robes, jeweled loin belts and necklaces, and fine jewel studded slippers lay open and in disarray.

Four full members of the Grave Lords call this chamber their home during the daylight hours, after dark 1d2 vampires may be found here at any one time; the others work the crowds above searching for that special lone mark to capture and feast upon. The vampires keep 1d4 vampire spawn here in the evening to help with dressing, and to assist them in capturing prey. If they are injured and changed to their gaseous form, the vampires come to their coffins to recuperate.

GRAVE LORDS "PLEASURE SLAVE" *(This Chaotic Evil Unique Undead's Vital Statistics are: HD 8d12, Hp 61, AC 20. It attacks with a slam (1d6): Its special attacks include blood drain, energy drain (2 levels), dominate. They regenerate 2 hp per round, and are immune to attacks from weapons of less than +2 enchantment. In addition to other abilities, Grave Lords cast spells as 1st level wizards with the following spells: Arcane Spells Known:0—daze, detect magic, read magic, ; 1st—magic missile, protection from good.), touch of fatigue; 1st—magic missile, protection from good.*

VAMPIRE SPAWN (1D4): *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

C5: The Entrance to Eastern Spawn Crypts

This alcove is identical to the one found in Area C2, including the acid bath trap.

C6: The Eastern Spawn Crypts

The Eastern Spawn Crypts are identical to those found in Area C3.

C7: The Prisoners' Quarters

This hall with its numerous cells was once used to keep hostages from rival guilds, or those sought to be ransomed to neighboring city states by the Mantua Nostra. It is now used as holding cells for valued slaves, which the Grave Lords send aboard the Nightingale.

The Prisoners Quarters are guarded by 1d4 vampire spawn and Ron Riccio during the evening hours, and by a Mantua Nostra crew boss, and 1d4 Mantua Nostra rogues during the day.

RON RICCIO, MALE HUMAN VAMPIRE FTR10: *(This Chaotic Evil Unique Undead's Vital Statistics are: HD 10d12, Hp 79, AC 24. It attacks with a slam (1d6), or three attacks with a rapier for1d6+8 (for magical enhancement and great strength and weapon specialization): Its special attacks include blood drain, energy drain (2 levels), dominate. He regenerates 2 hp per round, and are immune to attacks from weapons of less than +2 enchantment. Ron Riccio wears a +2 chain shirt, and carries a +2 buckler, and a +3 rapier of speed granting him an additional attack per round.*

Ron Riccio was a great pirate captain and member of the Pirates of Umbrego Cove. Since his transformation, he has become an enforcer for the Grave Lords, though he takes his orders from Miss Charity, as she is much older (in vampire years) than he. Like Miss Charity, Ron Riccio also keeps a coffin aboard the Nightingale, taking over sailing duties for Damadal during the night time hours.

VAMPIRE SPAWN 1D4: *(These chaotic evil undead creature's vital statistics are: HD 4d12, Hp 30, AC 20. They attack with a slam (1d6): Their special attacks include blood drain, energy drain (1 lvl))*

OR:

CREW BOSS, MALE HUMAN ROG6: *CR 6; hp 29; see area C1 for details.*

MANTUA NOSTRA THIEF (1D4): *(They are 4th level neutral evil human rogues. Their Vital Statistics are HD 4d6, Hp 13, AC 14.Their Primary Attributes are Intelligence, dexterity and Constitution. They carry quality cutlasses (1d6+1) and slings (1d4). They wear leather armor. Their pouches contain thieves tools, 2d20 gps, 1 potion of cure light wounds, and 1 potion of invisibility each.)*

Ron Riccio keeps the keys to the cells in his belt. The cells doors are iron bars locked with a masterwork lock

CELL DOORS: The cell bars require a strength Check (Challenge Rating 15) to bend. If this does not succeed they have an Armor Class of 25, 100 hp, or take 15 minutes to otherwise cut through. Their locks are strong, requiring an Open Locks check (Challenge level 15).

Within the cells are currently eight prisoners. All prisoners are effectively 1st level due to constant blood and level draining. They have a temporary constitution of 3. They are weak, tired, and hungry. In their current state, they are all non-combatants.

THE CELLS

CELL A. GORGES OF LOOMS CELL: Gorges of Loom is the son of a powerful overlord, and was the captain of the Consuela until his capture. His ship has since been stripped, re-outfitted and sold to the pirates of Umbrego Cove. His father will pay 10,000 gp to anyone who returns him to Loom alive.

CELL B AND C: Brother Julio's and Lady Odessa's Cells: Brother Julio (Clr8) and Lady Odessa (Pal8) were traveling with the holy artifact known as the Heart of San Mergaso. Ambushed in the streets shortly after their arrival, the duo destroyed several spawn and a full fledged vampire before succumbing to the superior numbers and the magic of Damadal. Julio is a cleric of Vanium, and Lady Odessa, a paladin of the same holy order. Despite their weakness both refuse to leave the catacombs without gaining the Heart of San Mergaso first. Unknown to them at the time the heart has been placed aboard the Nightingale already, for Damadal and Ron Riccio to deliver to the Orruculo the Grave Count.

CELLS D-H: These cells each contain a 1st lvl NPC with charisma 14+. The CK should feel free to stock it with any NPC they feel appropriate for the adventure or future adventure hooks, or with foils to further trap the PCs down the road.

C8.Miss Charity's Chambers

Charity has transformed this once dreary storage chamber into a richly detailed apartment for herself and her chosen concubines. Sandalwood paneled walls, hung with pink silks and white lace adorned with fine paintings she has managed to steal in the short time she has been in Mantua give off a particularly feminine appeal. A bejeweled coffin sits where a bed would in the center of this room. Groveling next to the coffin is a rather obese looking zombie with a silver chain about his neck. His worn clothes appear to be those of a once wealthy man, his fingers still glittering with signet rings and diamonds.

There is a 20% chance that Charity is here during the evening hours, when not entertaining specific clientele throughout the town, such as the Governor, the captain of the guard, the high priest of the temple, or offering banquets of blood in a private room for visiting dignitaries of the Grave Lords.

Charity is a lavish beauty whose heart is filled with nothing but contempt and cruelty. She acts in a more or less diplomatic role for the Grave Lords, setting up franchises of Reddun Guil's Taverns in the far ports of the world. Her specialty is conquering local guilds and placing them under the direct control of her Master, in the Mausoleum of the Grave Lords. Charity is just as likely to attempt to dominate and control PCs as she is to kill them. Charity may seek to pursue individual PCs if they become separated, offering those she thinks she can turn the gift of immortality, if they turn on their companions. Rogues, Monks, and Wizards of skill may even be offered an audition with the Grave Lords.

If trouble arises such as intruders infiltrating the catacombs, Charity arrives in 2d6 rounds with 1d2 "pleasure slaves" and 1d4 vampire spawn to help fend off invaders. If things get too hot for Charity, she makes for the rendezvous point of the Nightingale along with Ron Riccio and Damadal, leaving others to their perspective fates. The trio set sail for new lands to start their campaign of evil over again.

Should the PCs attempt to open Charity's coffin, they trip the insanity mist trap placed in the lid. Charity can bypass the trap by releasing a hidden catch in the interior lid of the coffin.

> **MISS CHARITY, LADY OF THIRST** *(This Chaotic Evil Unique Undead's Vital Statistics are: HD 12d12, Hp 79, AC 24. She attacks with a slam (1d8), and a Bite for 1d4: Her Special attacks include blood drain, energy drain (2 levels), and dominate. She regenerates 2 hp per round, and is immune to attacks from weapons of less than +2 enchantment. Miss Charity is a Thirst Lord who is turned as a 16HD monster Additionally due to her age, she may drain 44 hp before reaching blood satiation, and has 2 rounds of resistance to daylight.. Miss Charity wears a +2 amulet of armor, and typically wears 1,200 gp worth of jewelry.)*

INSANITY MIST TRAP: (The insanity mist trap requires a successful Find Traps check (Challenge Level 10) to find and a successful Disable Traps check (Challenge Level 8) to disarm. If triggered, the gas fills the chamber, forcing all within the chamber to make make a constitution save (Challenge Level 8). Victims suffer 1d2 points of wisdom Damage and 1d2 Points of charisma damage on a successful save, and 1d8 points of wisdom Damage, and 1d8 Points of charisma damage on a failed save. This damage is repaired by the following spells: Heal, Restoration, Limited Wish, or Wish. The damage otherwise heals normally over a period of days)

TREASURE: A wardrobe contains the following items gleaned from prisoners and slaves including Brother Julio and Lady Odessa's armor and weapons: holy longsword +2, heavy shield +2, two suits of full plate +2, heavy mace +2, a wand of lightning bolts (20 charges) that she has been known to use, and 14,000 gp in gems, jewels, jewelry and coin strewn about in her drawers. This coffin is made of deeply stained cherry wood. Its lid is encrusted with garnets. The coffin is valued at 1000 gp, though the garnets alone are worth 200 if carefully prized from the lid.

Running Act II

Most of the details for running specific sections of ACT II are explained in the various sidebars. Included below is some additional sequencing to help keep the action flowing.

PCs visit Reddun Guil's: Daytime

In the event that the PCs arrive during the day, they have a bit of opportunity to poke around so long as they have not allowed any Mantua Nostra agents to escape from previous encounters. Of course their various questions and activities in Town prior to their arrival at Reddun Guil's has them on watch. Mantua Nostra agents, like their vampire masters, seek to separate the PCs into different chambers where they can either trap them in the cells below, (where the vampire spawn can manage them) or get them separate and murder them individually.



Once the blood starts flowing however, all bets are off. Any civilians in the bar attempt to flee for the exits and Mantua Nostra gangsters set up ambushes throughout the tavern. Damadal is alerted of the situation by a runner. If it looks bad for the Mantua Nostra, Damadal collects Miss Charity and Ron Riccio, using his teleport scrolls to get both safely to the Nightingale, which puts out to sea during the fight, giving him several hours lead on the PCs.

PCs visit Reddun Guil's by Night

In the event the PCs visit Reddun Guil's after nightfall, consult the details in the text referring to use of Vampire Spawn and Grey Lords as replacements or in addition to Mantua Nostra rogues. Again the vampires attempt to separate, charm, drain, and otherwise degrade the abilities of the PCs to fight them. In the face of all this danger it is quite possible (and expected) that the PCs should somehow persevere. If Charity, Ron Riccio, or Damadal are encountered, and battle goes against them, they flee to the Nightingale and set out to sea. At this point, proceed to Act III.

Brendjamus may arrive to warn the PCs of danger, or to tell them that the foes have set sail, in order to move the PCs on to the final act.

If the PCs are in serious danger, injured, wounded, or suffering heavy casualties, Brenjamus arrives and leads the PCs to the graveyard where they may recuperate and lick their wounds. Brenjamus heals them as best he can with the various scrolls and relics he has retrieved from the local crypts. Charity and Damadal leave the city, leaving Ron Riccio behind to manage their affairs. The PCs may attempt to pursue them aboard the Libertine, instigating ACT III.

PCs visit the Nightingale before Reddun Guil's

In this event this takes place, use the details and descriptions of the Nightingale from ACT III.

It is quite possible that the crewmen aboard the Nightingale turn the PCs away. In the event that a battle takes place on the docks, a patrol of guardsmen arrive, and continue to arrive in force attempting to arrest the PCs. If the PCs surrender they are jailed, with the expectation that they are to be hung in the morning.

In this event, let the PCs believe they are to be executed, but give them ample opportunity to escape. If the PCs fail to come up with a decent escape plan or are otherwise unable to break free, Brenjamus comes to the rescue, having drugged the guards' wine.

It is possible with the PCs being quite powerful in relation to the guards, that the PCs may slaughter the guards without difficulty. This draws out Damadal, who sets up an ambush with 4-6 pirates in town, his Wights, and a 4-6 Mantua Nostra thieves in daylight hours. If this occurs in the evening hours, the PCs are ambushed by Damadal, Ron Riccio, the Wights, and 1d6 vampire spawn!

If things go against the PCs in this ambush, Brenjamus arrives, leading the PCs to the graveyard and relative safety.

Regardless, if PCs kill actual guards in public, the town virtually closes to them. In this event, civilians refuse them any form of aid, assistance, or sanctuary!

If the PCs manage to gain the Heart of San Mergaso from the Nightingale, they have a powerful tool to use against the Grave Lords. If the PCs destroy the Nigthingale, but Damadal lives, he quickly takes control of the Libertine, and has new coffins for Charity and Ron Riccio moved aboard.

All of the above are suggestions based on how Act II could play out. It is the learned experience of Dirty Bowbe, that best laid plans are often derailed by the providence of dice, and the unexplainable machinations of player characters.

ACT III FLIGHT OF THE NIGHTINGALE

Having survived the horrors of Reddun Guils, or a battle dockside with the crew of the Nightingale, the PCs have raised a hornets nest. Possibly they have chased Charity and Ron Riccio from their hiding places. Possibly one or both have been transformed to mist, or fled in bat form to the Nightingale.

For Tournament Play

In Tournament Play it is assumed that a certain number of Gravelord Leaders (Damadal, Ron Riccio, Charity) managed to escape the assault on Reddun Guil's and head off aboard the Nightingale. The PCs find themselves aboard the Libertine in hot pursuit. Act III is the bonus round for players who survived Acts I and II and scored the highest of any groups participating in the event.

THE NIGHTINGALE

When the vampires need to transport valuable goods, slaves, or even themselves quickly, they rely on Damadal and his ship the Nightingale. The Nightingale is fast enough to slip by most blockades and patrols and small enough to often escape notice. The necromancer, Damadal, looks every bit the part of the dashing smuggler and can often be seen on deck, personally overseeing his crew of ten men who work the ship and "motivate" the galley slaves. The hold has room for only a few crates worth of cargo, ten valuable slaves (as opposed to the rowers), or five caskets. The Grey Lords have a special interest in Damadal, and owing to his youth and power amongst the Pirates of Umbrego Cove are waiting until he gains more power in life before subjecting him to "the change."

The slaves that row the ship remain chained to their oars below deck. They live with the grim knowledge that when they die, they are reanimated as zombies and continue to work their posts for the remainder of the voyage. Partly because the zombies festering in knee-deep bilge water often sicken the crew but mostly because zombies don't respond to cruelty and threats (they don't row any faster when whipped), the zombies are replaced by fresh slaves when the Nightingale puts into its berth at Mantua. The zombies weighted and haphazardly tossed over board in the dead of night to make room for fresh slaves. Consequently a local legend has built up around the docks that the waters of the docks do not readily

give up those who fall into its murky waters. Mostly because an untold number of starving zombies drag the fallen to their deaths!

NIGHTINGALE SPECS

The Nightingale is designed after the fashion of a small galleass.

SPEED: The Nightingale is capable of speeds in 6 knots, or roughly 6 miles per hour, though its actual speed is effected by prevailing wind and weather. Under oar alone the Nightingale moves only two miles per hour.

OARS: have 10 hit points and are represented with an armor class of 18 due to the hardness of the wood. Shearing attacks (successfully running the hull of a ship against the oars of another ship) automatically destroy the oars on one side of an oared vessel.

HULL: Ships hull has 50 hp per 10 ft section and an Armor Class of 14 for the purpose of holing or damaging the boat. Ships hulls are highly vulnerable to warp wood spells!

MASTS, RIGGING, AND SAILS: The masts have 50 Hp each and an Armor Class of 14 for the purpose of cutting them down with weapons. Their sails and have an Armor Class of 10 and 25 hit points, though take double damage from fire. Speed is reduced by 1/4th for each destroyed mast or sail. Burning sails and rigging drop to the deck dealing 3d6 points of damage the first round, 2d6 the second and 1d6 the third over a 10x20 ft. area directly below the sail. This fire has a 10% chance per round of catching the deck and rails on fire as well.

FORE AND AFT CASTLE: The fore and aft castle offer +2 armor class bonus from missile fire to their defenders due to elevation and wooden crenellation.

SPECIAL: Due to its low hull profile, the Nightingale seeks port or anchor to avoid storms. It is a short range ship, though sea-faring. The Nightingale remains close to coasts or island hops when moving great distances.

ARMAMENT: 6 light ballista. At broadside, the Nightingale may fire three ballista at a time.

SHIP'S CREW

The crew of the Nightingale are unsavory pirates and corsairs. Some have fighting backgrounds and others the background of common thieves. Most are aware of Damadal's alliance with the Grave Lords but complain little about this. Most pirates pay homage to the Devil of the Deep and are a superstitious lot. Thus having some black magic on their side would undoubtedly protect them from black magic and bad juju of other sorts. The Nightingale needs a minimum of ten experienced sailors to successfully travel, however in order to use the oars it requires at least 50% of its rowers. Reduced rowers reduce the speed by 1 mile per hour.

PIRATES (15) *(These neutral evil human 5th level fighters. Their vital statistics are: HD 5d10, Hp 38, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They dress in leather armor, and wear 3d10 gp worth of silks and jewelry. Each typically possesses another 2d10 gp in coins.)*

CORSAIRS (12) *(These are neutral evil human 5th level rogues. Their vital statistics are: HD 5d6, Hp 17, AC 14. Their Primary Attributes are Dexterity, Intelligence, and Constitution. They carry a cutlass (1d6+1 due to strength), and a light crossbow with 20 bolts. They dress in leather armor, and wear 3d10 gp worth of silks and jewelry. Each typically possesses another 2d10 gp in coins.)*

ZOMBIES (30) *(These neutral evil common undead's vital statistics are: HD 2d8, Hp 14, AC 12. They attack with a slam (1d8).*

1. Main Deck

The narrow main deck offers access to via stairs to the forecastle, aft-castle and the upper rower deck (Area 2) as well as the door leading to the Captains Cabin, and Guest Cabins (Areas 10-14)

When at sea the majority of the crew are found on the main deck, or up amongst the ropes of its rigging. In combat, the rigging swarms with pirates and corsairs armed with grapples, preparing to sweep aboard the deck of enemy ships.

When docked, 1d4 crewmen may be found on the main deck, another 1d4 in the forecastle, 1d4 aft, and 1d4 relaxing below decks in the crew quarters, amongst the stores, and tending to the slaves on the upper rowers deck. The rest of the crew can be assumed to be on shore leave, drinking or spending their ill gotten gains.

2. Forecastle

The forecastle is fitted with a pair of ballista.

When at sea, there are always four pirates on the forecastle serving as lookouts or manning the ballista. Pirates only man the ballista facing an enemy ship so that 1 of the ballista is unoccupied. Barrels of shot and flame ready spears are lashed to the deck insuring a ready supply of ammunition.

3. Aft Castle

The ships wheel, and four light ballista are here. While at sea there are at least 4 pirates at the aft castle, arming the ballista. A mate runs the ships wheel when Damadal or Ron Riccio are not set at the wheel themselves.

4. Upper Rowers Deck

The upper rower deck is comprised of human and demi human slaves chained by the ankle. There are three rowers to a bench and six oars at the upper deck, which sits five feet above the lower deck.

ROWERS (18): *(These neutral human's Vital Statistics are HD 1d8, Hp 6, AC 10.)*

LIGHT BALLISTA (ship mounted)

Cost 600 gp, Damage 2d8, Range 120 ft. Crew 1 or 2

A ballista is a huge wooden crossbow mounted to a locking swivel and pivot. The ballista is so large that users of medium and small size suffer a -2 penalty to their attack rolls. Light ballista have a range increment of 100 ft. They are primarily used to fire flaming spears against ships sails in an effort to catch them on fire. A ballista with a crew of 2 may have the weapon prepared to fire every other round. Otherwise the Ballista may fire once every three rounds. The ballista take up a space 5 ft. across.

5. Lower Deck

Running directly below the main deck, the lower deck has 10 benches, which each seat three zombies that are chained by the foot to the deck. It is a common practice of the Captain and crew of the Nightingale to toss enemy sailors down to the lower deck where they are quickly devoured by the ravenous zombies.

A doorway in the end of the main deck below the forecastle leads to the ships stores, Area 6.

ZOMBIES (30) *(These neutral evil common undead's vital statistics are: HD 2d8, Hp 14, AC 12. They attack with a slam (1d8).*

6. Ships Stores

Here are found 4 kegs of rum, hard tack, apples, and salted fish for a three week voyage. Here too are 1000 gp worth of trade goods and semi valuable materials used in the maintenance of the ship such as tar, nails, and woodworking equipment.

7. Crew Quarters

This area has a low ceiling measuring barely 6 ft. From it swing dozens of hammocks where the crewmen sleep. A bar on the inside of the door insures no zombies escape to eat sleeping crewmen in the night. The crewmen's various possessions are found in sea bags hanging from hooks. Most comprise of tobacco, smoking pipes, tattoo inks, dice, spare weapons, sharpening stones and like trinkets, as the pirates and corsairs wear the majority of their treasure on their person.

8. Brig (A and B)

The door to this area is locked with a heavy iron lock requiring a successful Open Locks check (Challenge Level 5) to unlock. Here are two iron barred cages marked A and B on the map, where special prisoners are kept for transport to the Mausoleum of the Gravelords. It is up to the Castle Keeper to decide if there are any important prisoners held here.

9. Slave Quarters

Those slaves kept in reserve for rowing purposes, or as general chattel for the Grave Lords are held in a mass cell. Currently the cell is empty, though bloody nail marks on the wood tell the tale of the suffering that has taken place here.

10. Captains Quarters

A locked door requiring the key found on Damadal or Ron Riccio, or a successful Open Locks check (Challenge Level 5) opens to a small hallway with three doors. These lead to the quarters of Damadal, Charity, and Ron Riccio, when they are aboard ship.

11. Charity's Stateroom

This small stateroom contains a wardrobe and a fine sandalwood coffin, similar in design to the one found in Charity's crypt below Reddun Guil's. Unlike the coffin in Reddun Guil's this coffin is not trapped, as Charity has no real fear that anyone would be so brave as to storm the Nightingale.

Charity keeps the Heart of San Mergaso hidden within this coffin for safe keeping. Beneath the fine velvet of the coffin is native soil from Charity's true grave, allowing her to travel over sea and establish new nests. The coffin could be destroyed by PCs with such intent in roughly five rounds of chopping or burned with 3 rounds of fire, though this would attract the attention of any survivors on board the Nightingale rather quickly.

The wardrobe in this stateroom holds 1000 gp worth of silk gowns, satin slippers, and evening attire, all of which have a mild smell of roses and the grave.

LESSER RELIC: HEART OF SAN MERGASO

Said to contain the spirit of Mergaso, a brave paladin who fought in the name of Vanium many long centuries ago, this shimmering heart shaped sapphire, affixed to a golden chain offers great resistance to undead and the dread powers of evil beings.

The jewel grants a lawful good character the ability to turn undead as a cleric of equal level. If the wearer already possesses the ability to turn she gains an additonal two turn attempts per day.

Once per day the wearer may use the power of the Heart of San Mergaso to summon a magic circle against evil as a 20th level caster.

Once per day the wearer may cast death ward as a 20th level caster.

Once per week the wearer may cast Greater Restoration as a 20th level caster.

12. Ron Riccio's Stateroom

Similar to Charity's Stateroom, this chamber contains the coffin of Ron Riccio. An arms rack on the wall holds his spare +1 rapier and a collection of fine pirate hats complete with skull and crossbones and gaily dyed ostrich feathers. The coffin could be destroyed by PCs with such intent in roughly five rounds of chopping or burned with 3 rounds of fire, though

this would attract the attention of any survivors on board the Nightingale rather quickly.

13. Captains Lounge

This stateroom is where the captain takes his meals. A small private toilet is in one corner of the room. A table sits in the center covered with astrolabes, sea charts, a map which leads to the Isle of the Grave Lords, and another revealing the secret location of Umbrego Cove. Such maps would fetch 2000 gp each to naval states such as Eskadia or Rodensia.

Several bottles of fine wine are held in a sea-worthy rack. Each of the dozen bottles is valued at over 1d4x100 gp.

14. Captains Stateroom

This chamber serves as Damadal's sleeping quarters when aboard ship. His wardrobe contains 2000 gp in fine clothes. A locked sea chest trapped with a poison needle trap contains 3000 gp in coin and gems and copies of Damadal's spellbooks. Two pages of the spellbook are actual pages of the Black Libram of Nartarus and are of an unknown value though reek with evil to paladins and others who can detect the nature of such wicked things.

POISON NEEDLE TRAP: If the trap is not discovered, it strikes the Rogue automatically for 1 point of damage and forces a successful constitution Save (Challenge Level 10) Type V poison. On a successful save the victim takes 1d10 points of damage and suffers a -1 to their intelligence for for 2 weeks. On a failed save they suffer 2d12 points of damage and suffer -2 to their dexterity and must make a second constitution Save (Challenge Level 10) If the second save is also failed they die instantly.

THE LIBERTINE

The governor's personal ship, the Libertine is a refitted small galleass that Governor Dafidov had outfitted with outriggers based on ship designs he noted while plying the coast of the Dark Continent. When under full sale in a good wind the Libertine is a fast vessel. It's outriggers help stabilize it so that it can travel through more inclement weather, but lacks oars so is stationary in doldrums.

It is possible that the PCs receive the shift as gift of the Governor. Otherwise the PCs may commandeer the ship (an act of piracy) or pay its crew to take them in pursuit of the Nightingale. The crew demands a minimum of 100 gp per PC in order to risk their lives, double that if they are expected to engage in direct combat with the crew of the Nightingale.

Unbeknownst to the PCs, ½ of the crew have been bought out by Damadal, and are Pirates of Umbrego Cove. Such crewmen may attempt to ambush the PCs in their sleep, steer the ship off course, or commit other acts of treachery to allow Damadal to escape. PCs keeping watch would catch any of these mutinous pirates in the act and reveal their plot to the more loyal members of the crew.

Libertine Ships Specs

The Libertine is a small modified galleass.

SPEED: The Libertine is capable of speeds roughly 8 miles per hour, though its actual speed is effected by prevailing wind and weather.

HULL: Ships hull has 50 hp per 10 ft section and an Armor Class of 14 for the purpose of holing or damaging the boat. Ships hulls are highly vulnerable to warp wood spells!

MASTS, RIGGING, AND SAILS: The masts have 50 Hp each and an Armor Class of 14 for the purpose of cutting them down with weapons. Their sails and have an Armor Class of 10 and 25 hit points, though take double damage from fire. Speed is reduced by ¼ th for each destroyed mast or sail. Burning sails and rigging drop to the deck dealing 3d6 points of damage the first round, 2d6 the second and 1d6 the third over a 10x20 ft. area directly below the sail. This fire has a 10% chance per round of catching the deck and rails on fire as well.

FORE AND AFT CASTLE: The fore and aft castle offer +2 armor class bonus from missile fire to their defenders due to elevation and wooden crenellation.

SPECIAL: The ships outriggers allow direct sail oversea so long as water and food hold out. With no oars, the Libertine is virtually dead in the water, coasting at the whim of the Devil of the Deep Blue Sea.

ARMAMENT: Four light ballista. At broadside, the Libertine may fire two ballista at a time.

SHIP'S CREW

PIRATE BETRAYERS (10) *(They are 3rd level neutral evil human fighters. Their vital statistics are: HD 3d10, Hp 20, AC 14. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with the a cutlass (1d6+3 for specialization and strength). Aside from the cutlass they carry a light crossbow, 20 bolts. They wear leather armor. They keep 4d10 gp worth of gems, coin, and jewelry in their pouches*

SAILORS (10) *(They are 1st level neutral human male or female fighters. Their vital statistics are: HD 1d10, HP 10, AC 13. Their Primary Attributes are Strength, Dexterity, and Constitution. They have weapon specialization with Cutlass or Light Crossbow. They carry a Cutlass (1d6+2 points of damage for weapon specialization and strength) and Light Crossbow (1d6+1), and wear leather armor. They keep a pouch with 2d10 silver pieces, and wear 1d20 gp worth of jewelry and silks.)*

MARINES (10) *(They are 4th level neutral human fighters. Their vital statistics are 4d10, Hp 28, AC 14. Their Primary Attributes are Strength, Dexterity, and Intelligence. They have weapon specialization with Cutlass or Light Crossbow. They carry a Cutlass (1d6+3 for strength and weapon specialization) and Light Crossbow (1d6+1) with 20 bolts. They wear studded leather armor. They keep a pouch with 2d10 gp, flint and steel, 2 vials of oil, 1 grenade dealing 2d6 damage to a 10x10 ft area (Dexterity Save Challenge Level 4 for 1/2 damage)*

1. MAIN DECK

The main deck occupies the space between the forecastle and aft-castle. When docked there are typically 1d4 sailors (or pirate betrayers) cleaning or tending to the main deck. Stairs lead to the fore castle (Area 2) and aft-castle (Area 3) and ladders in two hatches to the hold lead down to Area 4.

At full sail, the number of sailors and pirates on the main deck is doubled.

2. FORECASTLE

The forecastle is fitted with a pair of light ballista as well as barrels of shot and flame spears. When ported a pair of marines guard the ballista. During a naval engagement, four marines are stationed in the forecastle.

3. AFT-CASTLE

Like the forecastle the aft-castle also keeps a pair of marines on post to guard the ballista. Four marines are stationed here during naval engagements. The ships wheel is also found here.

4. CREW QUARTERS

The crew quarters is where the ships sailors rest. Their quarters also serves as an additional stowage for cargo. Sailors sleep in hammocks slung from the 6 ft ceiling.

5. FORWARD CARGO COMPARTMENT

This chamber holds any additional cargo taken on by the Libertine. It also serves as additional prison space for any captured foes. The lock on the door is a Challenge Level 4 to pick. If the PCs are given the ship by the Governor of Mantua, they are also given keys and the title of the ship.

6. SHIPS STORES

The ships stores hold enough food and fresh water for three weeks. In addition there are two 20 gallon jugs of rum for the sailors daily rum ration.

7. MARINE'S QUARTERS.

This cabin serves as the quarters for the marines stationed aboard the Libertine. Their sea bags contain the typical assortment of items such as wet-stones and sewing kits to repair armor and equipment as well as a spare uniform.

8. SHIPS BRIG

This cabin contains iron barred cells. Each cell holds 1d3 prisoners. The bars are browned iron with locks that are a Challenge Level 6 to pick.

9. STARBOARD CABIN

The starboard cabin contains a bed, private toilet, table, and two shuttered windows.

10. PORT CABIN

This cabin contains a bed, private toilet, table, and two shuttered windows.

The Chase

Quite possibly, Mists of Mantua ends in a dramatic sea chase and battle between the PCs and the fleeing Damadal, Charity and Ron Riccio. Alternately some of those individuals may be dead, leaving the survivors to flee from the PCs.

The speed of the Libertine offers it an opportunity to catch up to the Nightingale as it closes the distance of the escaping ship by 2 miles per hour. Depending on the time at which the Grey Lords and their pirate allies make their escape, and the hour of the PCs pursuit this gives the crew of the Nightingale a lead of only a few (1d4) to possibly ten miles. In simpler terms this could be 1-4 to 10 hours before the Libertine overtakes the Nightingale.

As with Act I keep careful track of time. Time is important as to the hour that the Libertine catches up with the Nightingale, as it means the difference between Ron Riccio and Miss Charity being safely in their coffins, or wide awake and awaiting the attack!

During the chase, the pirate traitors work as best they can behind the scenes to thwart the PCs in their pursuit.

1st ACT OF TREACHERY: A PROBLEM WITH THE RIGGING

Unless the PCs have an in character awareness of rigging and sailing they may not realize the treachery of pirates, posed as standard sailors cause. The pirates, stealthily reduce the speed of the Libertine, allowing the Nightingale to gain 1 mile per hour over the Libertine and slip away.

Allow the PCs a wisdom attribute check (Challenge Level 6) to notice that the ship is slowing for no apparent reason. If the PCs ask around, a sailor will notice the problem and fix it, moving the Pirates to attempt a second venture.

If any PC rolls a natural 20 on their wisdom attribute check, they actually see a pirate betrayer fiddling with the riggings. If the pirate is called out on the matter, the other pirates rise up and attack the sailors, PCs, and marines.

Alternately, a Bard making a successful Lore check (Challenge Level 10) immediately notices what is wrong with the rigging.

A pirate captured and confronted is revealed to have tattoos synonymous with the pirates of Umbrego Cove, well known to ply these waters and allies of the Grave Lords! During questioning, the Pirates allies attack, attempting to hurl PCs overboard, and then slay the marines. With the PCs and Marines out of the way, they surmise that they can easily bully the common sailors into submission.

2nd ACT OF TREACHERY: A DEVIATION IN COURSE

A pirate has managed to fiddle with the rudder of the ship,

turning the ship slightly off its course, so that in the course of an hour, the PCs have lost an hour in pursuit rather than gained. Allow a wisdom attribute check (Challenge Level 6) to notice that the ship is listing off course for every hour that they turn off course. If the PCs note they are off course, sailors correct it for them, though the lost time stands. If a PC rolls a natural 20 on their wisdom attribute check, they actually see a pirate fiddling with the rudder ropes or otherwise tampering with the steering.

Alternately, a Bard making a successful Lore check (Challenge Level 10) immediately notices the change in course.

As before, confronted pirates call for the aid of their fellows and battle breaks out on deck!

3RD THE FINAL ACT OF TREACHERY

If the other acts are discovered but they themselves are not indeed found out, the Pirates make their way to positions around PCs. When battle breaks out between the Libertine and the Nightingale, the pirates attack!

Sea Battle!

THE APPROACH: The faster moving Libertine closes the gap between the two ships by 15 ft. per round. At 600 ft. The crews of both ships may begin firing on one another with ballista. Other missile weapons may begin firing with limited effect at 330ft. and under. Consult the PHB by TLG for base ranges of missile weapons.

RANGE INCREMENT PENALTIES: Attacks from Ballista, or other Missiles suffer a -2 for each range increment. Thus the ballista fired at a range of 600 ft. has a -6 to hit in addition to the -2 difficulty penalty for firing the unwieldy siege piece. Thus in the initial combat phase, the ballista fire at -8 penalty to hit.

GRAPPLING: Once ships are within thirty feet, sailors aboard the ship with the prevailing advantage (I.E. least damaged, fewest casualties) attempt to grapple the opposing ship. In order to grapple, they need only make a successful ranged touch attack against the hull armor class. At least two ropes must be successfully grappled to an enemy ship in order to successfully grapple the ships together.

Allies aboard their ship tie off the ropes and the ships come crashing together, shattering any oars not stowed and forcing all members of each crew to make a dexterity save (Challenge Level 5) to avoid falling. Those sailors and crew hanging from the riggings gain a +2 to their check however failure equals a 50% chance of falling 1d4x10 ft to the hard deck, taking 1d6 points of damage per 10 ft fall, or falling into the water, forcing swim checks. For the sake of simplicity, sailors who fall in the water are lost for the duration of the battle.

Those who fail their dexterity save and fall must spend the subsequent round getting up.

SWINGING TO THE OPPOSITE DECK: Swinging on ropes to the opposite deck is a movement action requiring a successful dexterity check (Challenge Level 4). Success means the PC makes it to the opposite deck where they intended. Failure means they fall from the rope and have a 50/50 chance of hitting the deck, or falling in the water. Characters who hit the deck suffer 2d6 points of damage.

CUTTING GRAPPLES: Cutting grapple ropes takes 1 round per rope. No other action may be taken while cutting grapple lines.

VAMPIRES AND WATER: Ron Riccio and Charity may not board other ships as they are forbidden to physically cross water alone. As their coffins are on board the ship with earth from their graves, their ship is considered "land." If somehow grappled and flung overboard they may not turn to mist or bat form over water! In other words being cast into the water destroys them in 3 rounds.

SIMPLIFY THE BATTLE: Allow each player character to run a command of sailors and marines from their ship on their initiative as commanders in the fight.

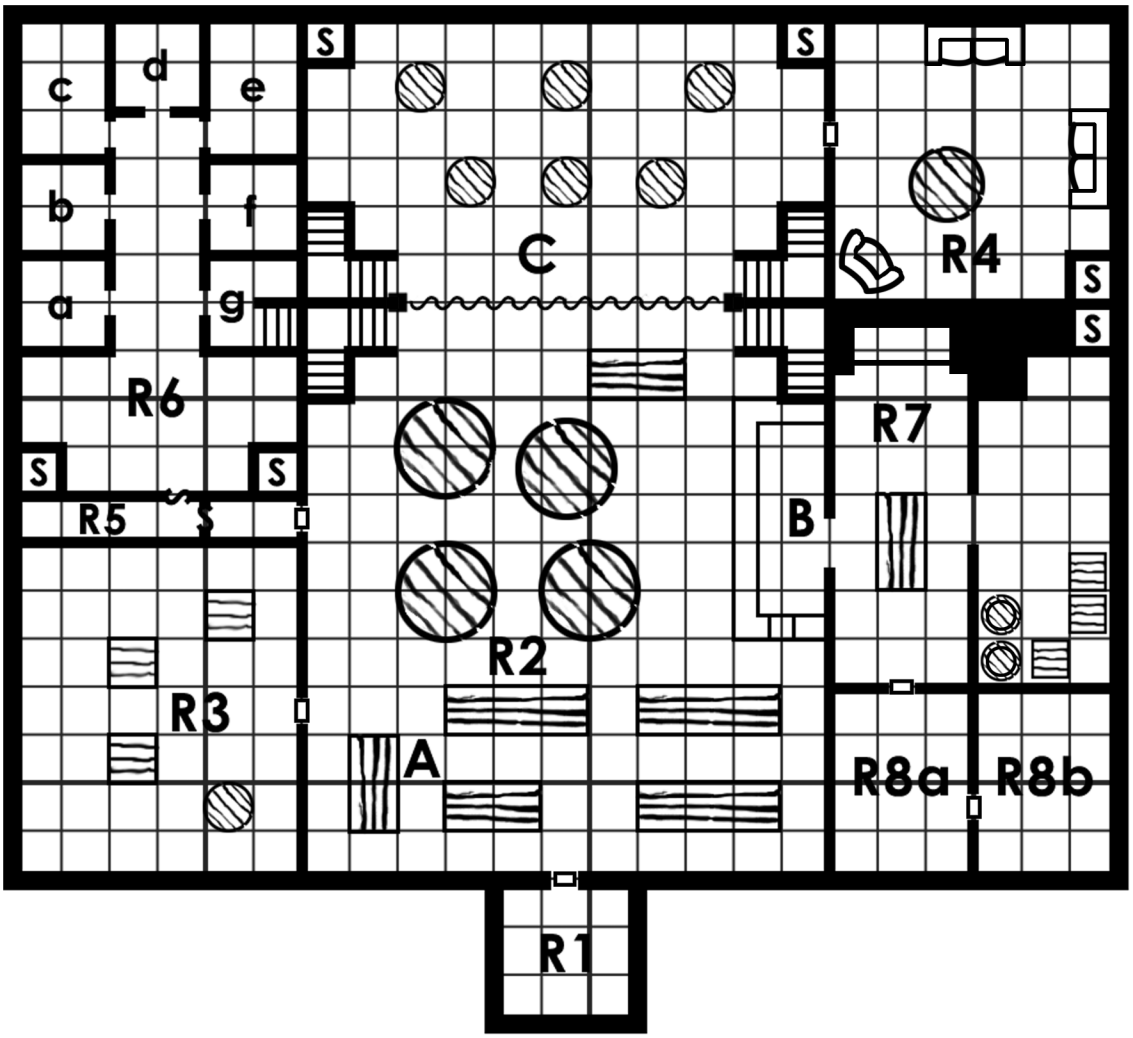
This battle is to the death and for all the marbles! No quarter is asked or given.

Finale

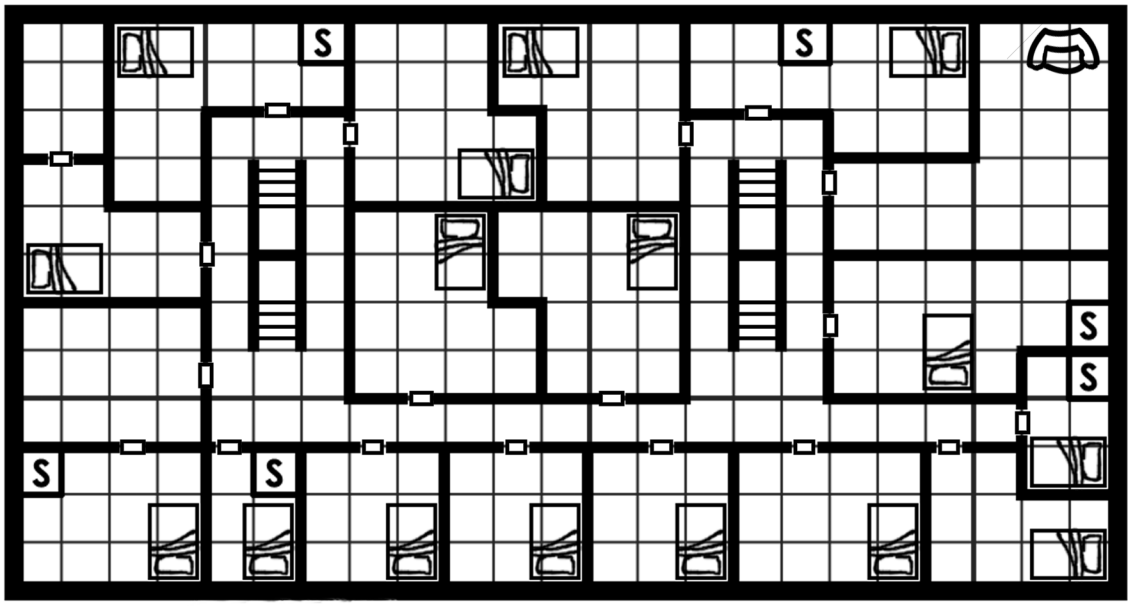
If the PCs manage to defeat their enemies and capture the Nightingale they are in possession of at least one sailing ship, so long as sufficient minimum crew to sail both ships away from the battle.

Of course it is possible that the Greylords escape. This would be an unfortunate ending. A Castle Keeper should only allow this ending if they do not intend to use the three major villains as recurring foes, or follow up with some assault on the Mausoleum of the Gravelords of their own devising. If Charity, Damadal, and Ron Riccio have escaped, they make haste for the Nightingale with the intent of returning to the Isle of the Grave Lords somewhere in the Vestlig Sea.

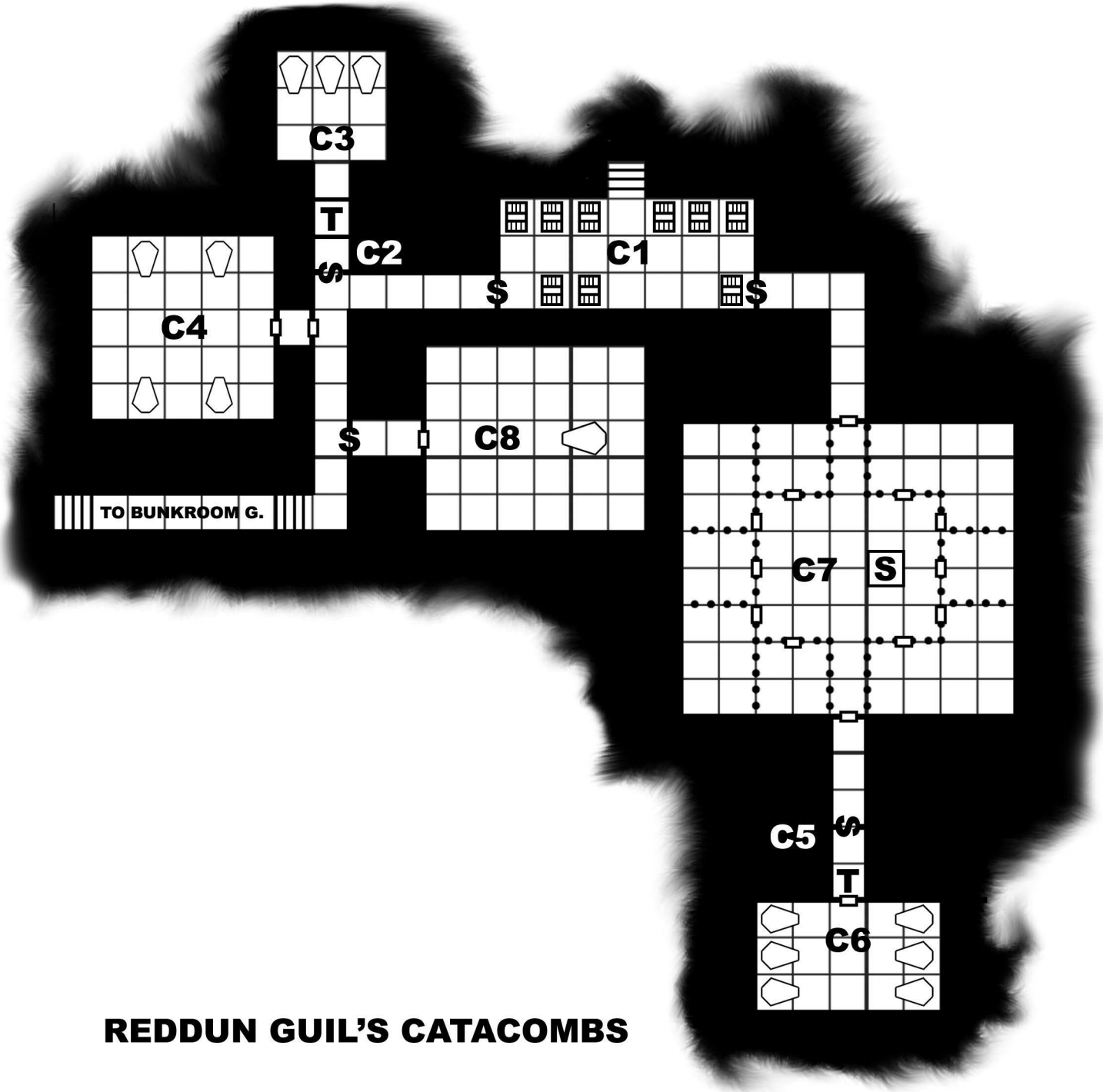
REDDUN GUIL'S TAVERN: GROUND FLOOR



REDDUN GUIL'S TAVERN: UPSTAIRS



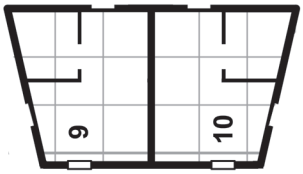
S: HIDDEN SLIDE

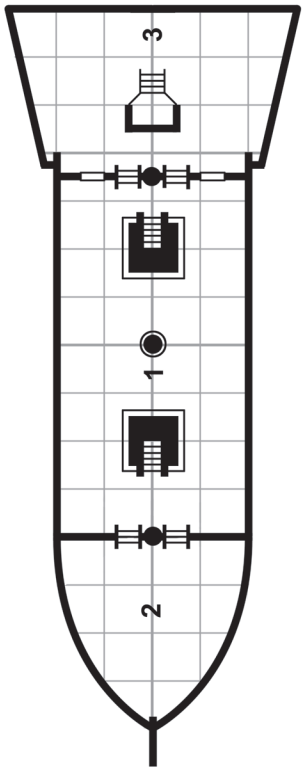


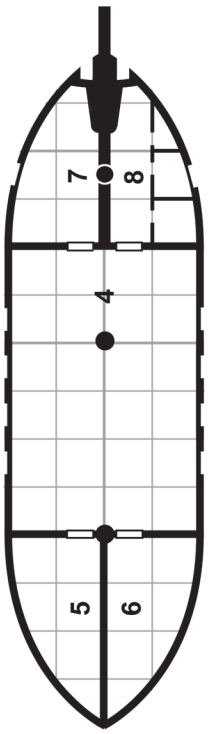
REDDUN GUIL'S CATACOMBS


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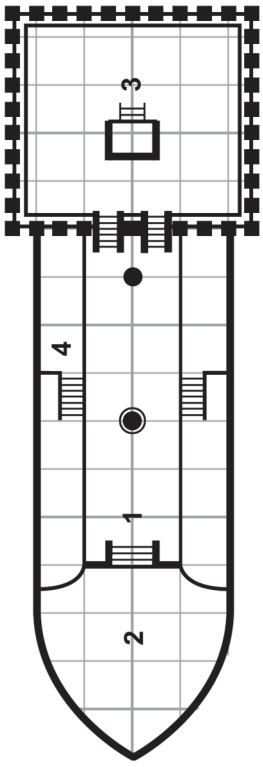

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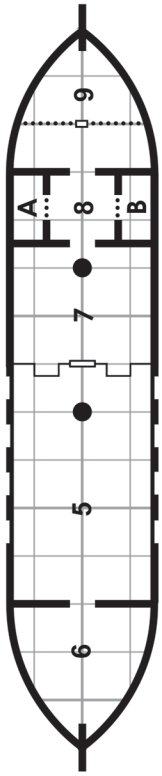


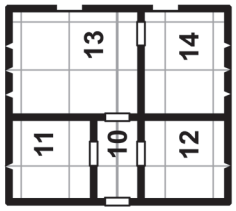




THE LIBERTINE
1 SQUARE = 5 FEET

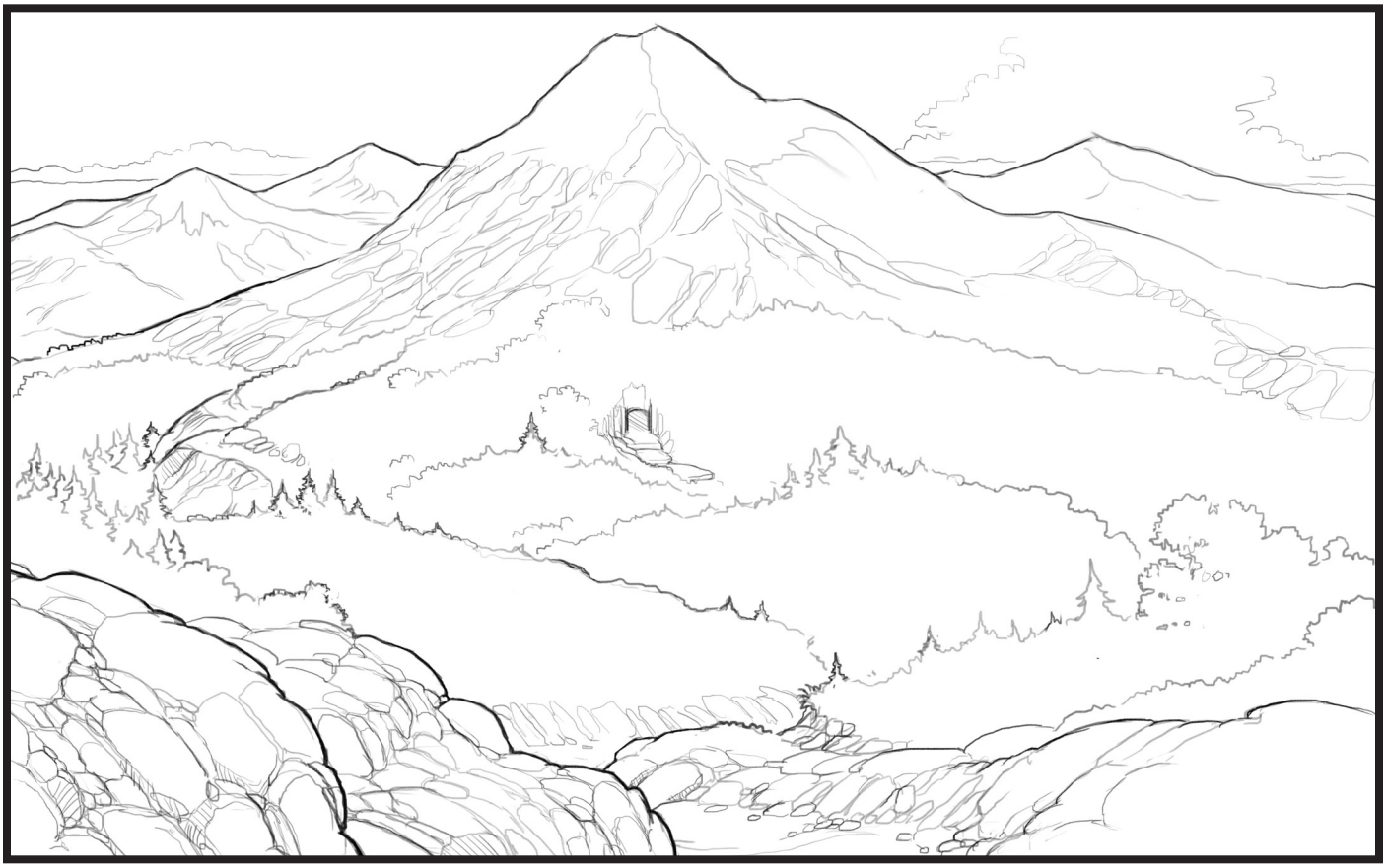






THE NIGHTINGALE
1 SQUARE = 5 FEET

DB 9: FANDERBURG



HISTORY OF FANDERBURG

Hidden below Mt. Fander, the tallest peak of the Fander range is the dwarven fortress of Fanderburg. Fanderberg is the remainder of a once great Dwarven nation which for several centuries has fallen into deep decline. Despite this, Fanderburg is a place of wonders for those few outsiders granted the rare opportunity to observe its splendor.

Fanderburg has been closed to the outside world for many decades, following a series of setbacks and tragic disasters involving the triggering of a deadly fault, possibly related to their discoveries in the lower galleries of the Crater of Umeshti. The fault rupture caused massive earthquakes that destroyed a large portion of Fanderburg's dwelling space and killed many of their folk. Partly out of embarrassment, and partly from pride, the dwarves sealed their halls to the outside world. Since that time the dwarves have been unable to expand their vault beyond its current condition and instead seem to work around the clock trying to relieve the fault and buttress the remaining living quarters and royal hall from catastrophic destruction.

Many would wonder why it is that the dwarves haven't simply abandoned the mountain and moved off for greater metals and shinier gold. In truth the thought also crosses the mind of many of the common dwarves though nobility refuses to hear their arguments as tradition stipulates that dwarves do not abandon their dead. Indeed, if tradition were to be believed, too many of their kind have already been entombed in Mt. Fander to ever leave it behind. Likewise, King Edgizier, the Stone Sovereign of the Dwarven Hold feels strongly that there are still further treasures to cull from the Umeshti dig site and other sites in the area, if only the problem of the fault-line may be solved.

Through the years Edgizier's rule has become harsher and his ideas more firmly entrenched. Some would say that his orthodoxy has become almost as a form of madness. A new policy began shortly after the sealing of the hall to the outside world where any dwarves not pulling their weight through backbreaking labor in the mountain farms or the oppressive coal mines would be exiled. Those dwarves of military families were exempt, so long as they were able to hold an axe or hammer. As soon as a dwarf was too crippled or too old to fight, he too could expect exile.

The policy would eventually extend to a lottery where it would be decided which families were to stay and which were to go. This lottery included any dwarven families that had grown too large to be supported by the community. To solve the problem of overpopulation, Edgizier has decreed that all non-nobles of clans would draw these lots. The clans who draw matching lots must then select champions who are pitted against one another in the Stadium of Arms. The winning clan stays and the losing clan is exiled. This trial by combat has spawned a sort of self-loathing among the dwarves, and an enmity between clans which extends to the surface world. It is for this reason that the

exiled population of dwarves which dwell within the Haunted Highlands rarely speak to one another.

Other policies have been implemented to restrict coal for heat, and food grown upon the slopes of Mt. Fander to those workers and their family clans that are the best producers and most efficient workers. This allotment is typically a sham as those clans most closely affiliated to a patron noble house tend to get more food, heat, and ale regardless of the amount of work they actually do.

Recently an oracle rose up among the common casts who foretold of a way out of their national plight. Rumors have spread amongst the lowest casts which speak of the legend of the Rod of Krannough a mighty relic of the Dwarven god, which is thought to have been lost somewhere in the Great Rift of the Darkness that spans the gap between the Citadel of the Three and the Last Gate. The Rod was lost during the time of the production of Umeshti Steel gathered from the crater of Umeshti, when a band of dwarves from the second expedition sough to reclaim the mine from the floods and other tragedies which had doomed production during the first expedition. None know of the truth of this, for to willingly leave the gates of Fanderburg is to forfeit ones citizenship and admit exile among the lesser races.

Edgizier, through the auspices of Hagrit Braidbeard, high priest of Krannough has had the oracle's visions declared heresy, causing the oracle to flee for her life. The oracle is believed to have sought sanctuary somewhere among the broken residential galleries that were greatly damaged by the earthquakes which wracked the city and precipitated the closure of the kingdom. Free of the meddlesome oracle, Edgizier returned to his beloved lottery and the martial games which entertain him so, not knowing that one of his own sons is a believer in the oracle's sooth.

The Triumvirate, for their part would like nothing more than to deliver Fanderburg and its supposed riches to the rulers of Ulgakur in exchange for full seats upon the ruling council of the Hegemony. Thus ever present threat of a possible attack and constant trade of fire along the Rift have added to the feeling of unease and impending doom felt by most who dwell within the dwarven vault.

ADVENTURE OVERVIEW

Adventures in the DB series are designed for as much open world sandbox exploration as possible. How characters choose to interact with NPCs, monsters and the environment is completely up to them as if they were having their adventure experiences in a "real world" setting. Activities and actions are assumed to be "as happening now", with the experiences unfolding as the characters come in contact with them.

Fanderburg is a challenging adventure and is designed for characters of level 9-12th level and above due to the powerful creatures located throughout the various locations. These creatures have immense supernatural powers, and should test the abilities of the PCs completely in order to out-think, or overcome their challenges.

As noted throughout the descriptions of Fanderburg, the dwarven homeland is imperiled by enemies within and without. The plight of the dwarven kingdom is similar in many aspects to the threats which face Duke Mandras Karbosk and his duchy in the surface world. Through pursuit of adventure in Fanderburg and its surrounding environments, the PCs have an opportunity to assist the dwarves, and end their isolationism from the outside world. Should the dwarven isolationism end, the might of their kingdom may be brought to bear against the forces of Yorgach and in essence, save the Duchy! Likewise, access to the Duke Mandra's troops could provide the dwarves with the muscle needed to blunt the growing might of Ulgakur in the Darkness below.

In the current time, Sovereign Edgizier has succumbed to a Polyp from of a Fiend of Yug Overlord that is controlling his mind. The tumor triggers base emotions of bloodlust in the venerable king and has led to erratic ruling and curious behavior. Due to the conservative structure of dwarven society, it is forbidden for the common folk to question the Sovreign or his seeming madness.

The dwarven princes, Medgarum and Kokazier are in the midst of a transition to a co-regency which their father had begun prior to the Overbrain Overlord's domination of his mind. The brothers do not fully trust one another as they are half-brothers. Medgarum would see the dwarves abandon the fault endangered homeland and build a new kingdom in a safer location within the broad expanse of the Fander Mountain Range. Kokazier, the elder of the two, sees only the options of tradition and maintaining the hall of his ancient ancestors at all costs.

INTRODUCING THE ADVENTURE

There are a variety of ways to introduce the characters to adventures in Fanderburg

A. The Invite

Characters are approached by an agent of Medgarum who invites the PCs to the city. As the city is closed the PCs are stopped at the main gate where they are told to leave. Medgarum's agent gave the PCs a password which alerts the guard to invite the PCs in. The PCs are not actually invited into the city but are instead stopped at Grand Gate and held. They are asked to peaceably disarm themselves and await conference with Kokazier.

If the PCs do not disarm, the dwarves attempt to disarm them through non-lethal magical attacks. If the PCs respond with lethal violence, or attack with lethal intent, the Dwarves respond in kind, though they attempt to stop short of actually killing the PCs. Dwarves may engage in squad tactics against the PCs (see Fields of Battle Rules from Troll Lord Games) in order to more quickly subdue PCs. Of course this won't happen, instead PCs will comply and act appropriately right? Yeah right!

Eventually Medgarum explains to the PCs that the Oracle spoke of descendants of the Hundred Heroes who would lead the children of Krannough from despair and ruin. He offers what treasures of the kingdom he has at his disposal, as well as a general supply of potions and scrolls

Non spell casters who accept the quest offered by Megarum may select up to 3 potions from the following options: *Cure Light Wounds, Invisibility, Bless, Holy Water, Change Self.*

Spell Casters may choose 3 potions or two potions and a scroll with any 1st-2nd level spell.

The party as are also given a scroll containing flesh to stone, stone to flesh, rock to mud, and move earth.

Additionally Medgarum promises treasure including enchanted arms and armor, or scrolls of arcane spells whose value should be no greater than 1000 gp times the level of the character in the form of reward for achieving the quest.

Medgarum gives the PCs a map to the last reputed place that the Oracle is believed to have fled. PCs are warned of the dangers of the destroyed galleries and given a keystone to pass the portals into the ruined residence halls. Medgarum mentions unsafe ceilings and floors, potential of encountering undead, as well as greater beasts of the darkness including some unknown monster which was sent to capture the Oracle. He begs the characters discretion in the knowledge he imparts, and warns them against killing any true dwarves that they encounter, as this would make the PCs enemies of the Kingdom of Fandr, meaning they would be his enemies as well.

B. Characters

Characters are brought to Fanderburg by Dwarven troops after battle with the the Ogre Magi of the Fortress of Three. In this event characters are secreted into the city and offered a mission by Medgarum Ferrum Fandr to go and find the Oracle. A Dwarf Captain sneaks the PCs into the city by having them drink potions of change self in order to make them appear as dwarves so as not to elicit suspicion from Edgizier, Kokazier, or any of their allies.

C. Vision Quest

PCs are haunted by visions of a winged and horned terror of the deep, and a cataclysm resulting in the destruction of a marvelous underground city. The vision includes a word "Espresis" which is the current password at the (X Gate) of the city. PCs who choose to ignore the vision begin to suffer consequences similar to a (Nightmare) spell in that they suffer 1d10 points of damage, are unable to achieve natural healing, and are unable to regain their spells through rest, prayer, and memorization. To sweeten the deal vast piles of treasure are also glimpsed in the vision, including weapons, magical tomes, and holy relics from a bygone age. The dream is furthered with images of a hundred ancient heroes engaged in battle. The battle seems to involve an open portal from a hellish dimension, a horned demonic god, and the sensation of cold.

The visions change to show a deep subterranean darkness, water, tentacles, pain behind the eyes and nose, and a throbbing headache, a pillar, a pyramid, and the statue of a dwarven female.

If PCs are engaged in the quest, they are not haunted with nightmares, and suffer no damage or ill effects.

NOTE: Typically this is the least favorable way to begin an adventure as it involves a decent amount of railroading and punishing players in order to do something that they should want to do anyhow which is seeking adventure!

D. Accidental Discovery (Dungeon Plunge)

It is possible that through accident or design the PCs have found their way into one of the areas of adventure detailed in DB 9. PCs may have found their path to adventure through dungeon crawl and come across a secret passage into Fanderburg via one of the hidden pathways from the Crater of Umeshti, the Eibon River, the Fortress of Three, Braydle's Tor, or some other method devised by the PCs curiosity for adventure.

Once the PCs are set upon their quest, the adventure offers details and suggestions on how to further the quest as various objectives are achieved through exploration, role play, and problem solving.

FANDERBURG CITY OF THE DWARVES

The capitol of the once extensive dwarven kingdom, the Fanderburg proper comprises the Main Hall, Residence Galleries, Coal Mines, and Fungus Gardens. The city is home to several thousand common dwarves as well as several dwarven militias and elite units who serve the nobles and ruling family.

1. THE GRAND GATES

These massive portals are carved in such a way as to appear as nothing more than a sheer cliff face at the end of a gradual climb up the mountainside where once apparently a well tended highway once stood. Now overgrown with lichen and cliff grabbing shrub the stone wall is only recognizable for its true purpose by those who know what to look for. Noticing the gate requires a successful wisdom Check (Challenge Level 10). The beyond the first pair of gates rests a cavernous court guarded by a pair of iron golems that operate the massive cranks which move the gate.

Beyond the gate stands the bastion wall guarded at all times by sixty dwarves with sixty in reserve within the towers which flank the entrance to the fortress beyond. A smaller gate operated by the dwarves of the bastion wall is flanked by the towers of the bastion wall. Its height is such that a tall man would have to duck to proceed through the gatehouse into the heart of the fortress. Each tower barracks has the capacity to house an additional eighty dwarves, and keeps stores capable of feeding the full compliment of 120 dwarves for thirty days. Each platoon of 40 dwarves is commanded by a dwarf fighter, wizard, and cleric of higher level.

In the event of an attack the Prince Medgarum and Prince Kokazier arrive within 2d4+2 rounds with their elite house troops as reinforcements, unless commanded otherwise by the Sovereign.

DWARVES HALBERDIERS (40) *(These lawful neutral 1st level dwarven fighters' vital statistics are HD 1d10, HP 7, AC 16. Their vital statistics are strength and Constitution. They are armed with halberd, light crossbow, and light hammer. They have weapon specialization with halberd affording them a +1 to hit and damage.)*

DWARF HEAVY CROSSBOW (40) *(These lawful neutral 1st level dwarven fighters' vital statistics are HD 1d10, HP 7, AC 16. Their vitals statistics are dexterity and Constitution. They are armed with a light hammer and heavy crossbow. They have weapon specialization with heavy crossbow affording them a +1 to hit and damage.)*

DWARF AXES (40) *(These lawful neutral 1st level dwarven fighters' vital statistics are HD 1d10, HP 7, AC 16 (18). Their vital statistics are strength and Constitution. They are armed with battleaxe and large steel shield. They have weapon specialization with the battle axe.)*

DWARF CAPTAINS *(These 4th level lawful neutral dwarven fighters vital statistics are HD 4d10, HP 20, AC 18 (20). Their primary attributes are strength and Constitution. Their significant attribute is strength 16. They attack with a umeshti steel battle axe or war hammer (1d8+4 damage), or heavy crossbow (1d10). They wear umeshti steel full plate and have a large steel shield. They carry a potion of cure light wounds, and 2d20+10 gp worth of gems and jewelry each.)*

DWARF WIZARDS (3) *(This lawful neutral dwarven 5th level wizards vital statistics are HD 5d4, HP 20, AC 14. Their primary attributes are intelligence and Constitution. Their significant attribute is intelligence 16. They carry a wand of lightning bolt with 10 charges, a potion of cure light wounds and bracers of armor +3. Their typically memorized spells are: 0th—Detect Magic, Detect Poison, Message, Open, Prestidigitation. 1st—Burning Hands, Charm Person, Magic Missile x2, Shield. 2nd—Ray of Enfeeblement x2, Mirror Image, 3rd—Fireball)*

DWARF CLERICS (3) *(This lawful neutral 5th level dwarven cleric's vital statistics are HD 5d8, HP 24, AC 18. Their primary attributes are wisdom and Constitution. Their significant attribute is wisdom 16. They carry a +1 umeshti steel warhammer, and a +1 large umeshti steel shield. Their typically memorized spells include: 0th—Detect Poison, Detect Evil, Endure Elements, First Aid. 1st—Command, Cure Light Wounds, Shield of Faith. 2nd—Hold Person, Silence. 3rd—Dispel Magic.)*

In addition to the dwarves and their officers the gates are guarded by a pair of huge stone golems carved in the shape of Krannough himself.

STONE GOLEMS *(These large neutral constructs vital statistics are HD 12d10, HP 62, AC 26.Their primary attributes are Physical. They attack with a slam for 3d8 points of damage. They are immune to magic and may slow an opponent once per two rounds.)*

2. THE GRAND GALLERY

This massive central cavern is home to the nobility of Fanderburg, and those commoners occupied in the workings of the fortification, shops and places of interest to those elite dwarves who dwell in Fanderburg, either uncaring or uninterested in the plight of their fellow dwarves of the broken galleries to the east and west.

To a first time observer the grand gallery gives a glimpse of the might and grandeur that Fanderburg once represented in the North and to those other dwellers of the Darkness. From the gatehouse an observer can gets a grand view of both the Stadium of Arms and the Temple of Krannough and the grand Strugitian Pillars. When the forges are lit, the whole of the Gallery Glows with a golden light that reflects as far away as the gilded towers of the Palace of Edgizier the Stone Sovereign.

RANDOM ENCOUNTERS: GRAND GALLERY

Roll 1d12 on the following Chart	
1.	Dwarf Patrol
2.	Dwarf Wizard
3.	Dwarf Cleric
4.	Handyman
5.	Laborer
6.	Beer Stand
7.	Gnome Researcher
8-12.	No encounter

1. Dwarf Patrol

This patrol consists of 2d4 1st level dwarven fighters with halberd led by a 3rd level dwarven fighter. They generally don't bother dwarves that much, other than to escort drunks home, or escort unattended dwarven ladies or children to their homes from the fountains or market.

They confront any non-dwarves they encounter asking them their business and if necessary blow their whistle to call for backup. Their stats are consistent with dwarven halberdiers detailed at the gates.

2. Dwarf Wizard

This is a Dwarven wizard of clan Leudorm. He likely finds the PCs a curiosity in the city if they enter in non dwarven guises. The dwarf has been experimenting with magic which allows him to pierce illusions and recognizes the party if they are using magic to disguise themselves. He may approach them on the sly and offer to enlist in whatever adventures they seek for a cut of the profit and access to new spells for his spellbooks.

DWARF WIZARD *(This lawful neutral 5th leve dwarf wizard's vital statistics are HD 5d4, HP 8, AC 11. His significant attributes are intelligence 15. He carries a scroll with lightning bolt, sleep, invisibility, and stone to flesh on it. His typically memorized spells include: 0th—read magic, arcane mark, dancing lights, detect magic, message. 1st—Alter Size, Burning Hands, Charm Person, Magic Missile. 2nd—Mirror Image, Ray of enfeeblement. 3rd—Dispel Magic)*

3. Dwarf Cleric

This dwarf cleric is questing on behalf of the temple of Krannaugh in a mission from Hagrit Braidbeard to find a way to heal the fault line which has torn the kingdom asunder. He may ally with PCs in their quest, though he follows any direct order given him by Hagrit Braidbeard, or the Sovereign. He may negotiate with other dwarves to avoid armed conflict with his brethren but only if the Sovereign is not present to give other orders.

DWARF CLERIC *(This lawful neutral dwarven cleric's vital statistics are HD 5d8, HP 24, AC 18. Their primary attributes are wisdom and Constitution. His significant attribute is wisdom 16. They carry a +1 umeshti steel warhammer, and a +1 large umeshti steel shield. Their typically memorized spells include: 0th—Detect Poison, Detect Evil, Endure Elements, First Aid. 1st—Command, Cure Light Wounds, Shield of Faith. 2nd—Hold Person, Silence. 3rd—Dispel Magic.)*

4. Handyman

This encounter is with a dwarven handyman on his way to a job either repairing broken broken materials or equipment. The dwarf is indeed handy and has a knack for fixing broken gear and equipment.

DWARF HANDYMAN *(This lawful neutral dwarf's vital statistics are HD 4d8, HP 15, His primary attributes are intelligence and Dexterity. He gains a +4 to any attempts to fix or repair broken items, he owns a set of tools worth 400 gp, and charges 10 gp per 100 gp value to fix broken gear.)*

5. Dwarf Laborer

This encounter is with a band of mushroom farmers, coal miners, or foundry workers on their way to a job site. The dwarves are wary of strangers and tend to be extremely wary of any dwarves in the party, possibly recognizing a dwarf as being from a banished clan. In this case they secretly ask the dwarf of news from some friend or loved one on the "outside" giving the impression that life in Fanderburg has become an almost prison like existence though they will never outright say so.

DWARF LABORERS (2d10) *(These lawful neutral dwarf's vital statistics are HD 1d8, HP 7, AC 14. Their primary attributes are physical. They carry picks, scythes, hammers, and other workmen's tools and 2d10 sp. worth of coins. Most have a holy symbol of Krannaugh carved from stone.)*

6. Beer Stand

This is a random stand selling draughts from a keg of Wolphersteiner for 2 sp. a mug.

7. Gnome

This gnome is a visitor from the gnomish archeological society is here to explore the city and map and catalogue its contents. As dwarf kin more or less he was allowed entry to the city but has met with little in the way of help in his affairs from the stodgy inmates of the city. He may ask for the PCs to take him along on their explorations and then invite them to escort him back to Braydle's Tor.

WORLEY, GNOME EXPLORER *(He is a 3rd level gnome fighter 4th level gnome rogue whose vital statistics are HD 3d10+4d6, HP 23. His primary attributes are strength and dexterity. He wears +1 leather armor and carries a +1 short-sword and a +1 light crossbow. He has 1100 gp worth of gems and coins to pay his way, 2 potions of cure light wounds, and a potion of invisibility. He also has 100 gp worth of parchment, porcupine quill pens, and fine inks.)*

3. FRIED & THINGS

A corner restaurant, Fried & Things provides exactly what its name indicates. A menu of fried items from potatoes, battered mushrooms, fried cheese, fried chicken, and fried fish. The owner Ozkar Brundarkruth states that if it can fit in his grease kettle, he will fry it. He pays 1 sp. per lb. raw meat weight for wild game or other friable eats. He is on the lookout for unique cheeses and would love to have a sample of the mold man spoors from Eskadia, paying up to 1000 gp. to acquire said item.

OZKAR BRUNDARKRUTH *(He is a 3rd level Dwarf Ranger whose vital statistics are HD 3d10, HP 20, AC 14. He wears a heavy leather apron and carries a +1 hatchet.)*

Ozkar charges 5 sp. for any basket of fried eats.

4. SMOKEY BONES

This restaurant specializes in smoked meats, which are a favorite to the dwarves of the deep. Like Ozkar, the proprietor of Smokey Bones will pay 1 silver per lb. Smokey bones is run by Krucha Lietsen, a dwarf whose beard and flesh is so imbued with the hardwood that he roasts his meats on as to be indistinguishable from the wood itself. Krucha typically imports his meats and wood from Stadgir Mills , though he would pay up to 3 sp. per lb. for exotic woods with which to operate his smoker.

KRUCHA *(He is a 2nd level dwarf fighter whose vital statistics are HD 2d10, HP 13, AC 13. He carries a +1 cleaving knife made from umeshti steel that will never rust.)*

Krucha charges 1 gp for his smoked meat platter which includes brisket or ribs, sausage or smoked chicken or turkey with potato bread roll and baked beans.

5. HALL OF SOVEREIGNS

This large square built structure is made completely from one solid block of stone, yet it is so exquisitely carved as to suggest other building materials such as wood and glass. The entrance to the hall is flanked by a permanent bodyguard that stands so still as to appear carved from the very rock that they protect.

The hall serves as a meeting area and counselors' chamber for the dwarven community where the law is read and trials are held. In days long past trials were rare and the law was justly served to all. In the current charged climate, trials are brief and sedition against the Sovereign's Law considered a frequent punishable infraction.

SOVEREIGN GUARDSMEN (10) *(These lawful neutral dwarven fighters vital statistics are HD 4d10, HP 20, AC 18 (20). Their primary attributes are strength and Constitution. Their significant attribute is strength 16. They attack with a umeshti steel battle axe or war hammer (1d8+4 damage), or heavy crossbow (1d10). They wear umeshti steel full plate and have a large steel shield. They carry a potion of cure light wounds, and 2d20+10 gp worth of gems and jewelry each.)*

6. STADIUM OF ARMS

The Stadium of Arms is the place where clan feuds are settled. In older generations the dwarves had developed a team based ball game called Vanguard which greatly resembled a cross between rugby and strategic combat where armored forces wielding clubs, heavily padded armor, and large shields would attempt to move a 30 lb. block carved in the shape of an ogre's head to a goal at the opposite end of the stadium. Typically this game would take 2-3 hours to complete and had a typical score of 1-0 or 2-1 with no ties allowed.

Recently, Edgizier has become infatuated with the spectacle of martial combat between dwarven clans as handed down as judgment in his courts. Many of the commoners have become disgusted with the spectacle, and their pride is at a breaking point as champions from the clans are pitted against one another in martial combat which has resulted in dozens of unnecessary deaths. Dwarven pride being as it is, a combatant who knows he is losing is forbidden by tradition from yielding before his clan, lest he multiply their families shame.

Many dwarves are furious as they know that Hagrit Braidbeard has the power and ability to raise those slain in such heinous manner, though the priest refuses to do as. Hagrit simply reminds the families of the slain that The Sovereign is Law, and to obey Krannough he must obey his Sovereign.

The arena would seat 8000 dwarves, though only a quarter of that population still resides in Fanderburg. As a memorial to those dwarves who were lost during the earthquake, a stone carved representation of each dwarf now occupies their space in the arena. Thus the arena always gives the impression of being full.

Admission to the arena is free, though concessions of beer, fried potatoes, fried cheese, fried mushrooms, and fried onions are sold in abundance causing some to refer to the arena as the "Stadium of Broken Winds".

PCs who are arrested within the city and sentenced to trial by combat may be forced to face any number of creatures in the arena as per the Castle Keeper's discretion. Edgizier's current favorite is a penned purple worm. The worm cannot escape the arena due to the Strugatian Pillars, and is frequently commanded back to its pen via charm monster spells used by Edgizier's court wizards.

Prisoners who are sent to be sentenced to trial by combat are dressed in studded leather and given common medium or small hand weapons, and small wooden shields. No missile weapons are allowed in a trial by combat.

PURPLE WORM *(This large neutral creatures vital statistics are HD 15d10, HP 75, AC 19. Its primary attributes are physical. It attack with a bite for 2d12 points of damage and a sting for 2d4 points of damage + poison. Its special abilities are poison, swallow whole .)*

Other spectacles of punishment include a pack of Cavern Raptors, a trio of clay golems

CAVERN RAPTORS *(6) (These neutral creature's vital stats are HD 2d8+1, HP 10, 12, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 and 2 claws for 1d3 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

CLAY GOLEMS (3) *(These large neutral constructs vital stats are HD 9d10, HP 63, AC 22. Their primary attributes are physical. They attack with a slam for 3d10 points of damage. Their special abilities are berserk, and immune to magic.)*

7. STRUGATIAN PILLARS

Named for Strugund, a lesser dwarven deity of strength, Strugatian pillars are a common feature in larger dwarven settlements. The reinforced columns are emblazoned with runes which not only help the pillars support massive weight, but also emanate magical energy field extending 50 ft. above and below the bedrock. This field is possessed of strong Abjurations that act to continually turn away such subterranean menaces as purple worms and other creatures that would otherwise burrow their way into dwarven homesteads and devour the inhabitants like peel and eat shrimp.

8. FOUNTAIN OF ESPRESIS

This elaborate fountain is dedicated to Espresis, a fey demigod of water. Dwarven legend holds that Krannough struck his pick to the stone of the earth and from it poured a spring of the sweetest water he had ever tasted. Espresis then stepped forth from the pool created by the spring. So enamored was the Earthlord that his heart was filled with love for her. More of the tale is not told as it would be inappropriate for younger readers. Lest to say that ever since this time dwarves have carved the visage of Espresis beside natural fountains that occur in their realms.

Communities blessed with such an exceptional fountain have been known to find that a watersprite has come to dwell within their spring, blessing the water with healing properties. The fountain of Espresis in Fanderburg is home to Iurien the Nixie.

IURIEN THE NIXIE *(This neutral medium fey's primary attributes are HD 5d4, HP 10, AC 14. Its primary attributes are Mental. Its special abilities include charm person and twilight vision. It attacks with a +1 javelin for 1d6 points of damage, though it tends to avoid combat.)*



9. TEMPLE OF KRANNOUGH

Central to the dwarven faith is the worship of Krannough. The temple of Krannough at Fanderburg is as impressive and wealthy as may be found in any dwarven realm. A 50 ft. tall solid malachite statue of Krannough adorns the roof of the 30ft. tall building. The statue is carved with arms raised so that from the ground it gives the optical illusion that Krannough is actually holding the ceiling of the dome in his mighty hand.

Hagrit Braidbeard is High Priest of the fortress like temple. Hagrit blesses new forged weapons, armor, and high works of art. He and his priests tend to the wounds and aid in the defense and protection of the city. Likewise they perform rare marriage rituals and teach dwarven bachelors who have come of age the ancient ritual by which they may find a rare dwarven wife.

Hagrit avoids most of the politics that ensnare the nobility and provides worship service to poor and rich, often sending his priests into the eastern and western galleries to tend to the commoners there. He is among a growing tide who have had their fill with Edgizier's rule. Unfortunately Hagrit must follow dwarven law, and dwarven law states that Edgizier is the Stone Sovereign and must be obeyed in all lay matters.

Characters in the good graces of the Sovereign may seek healing, scrolls with spells below 3rd level, and potions below 3rd level of cleric ability from the priests here. In extreme cases, slain characters may be raised by Hagrit, should the Sovereign agree and the characters donate the costs in material spell components +20% offering to the temple.

HAGRIT BRAIDBEARD *(He is a lawful neutral 10th level dwarf cleric whose vital statistics are HD 10d8, HP 55, AC 23. His primary attributes are wisdom and Charisma. His significant attributes are wisdom 17, strength 15. He carries a +2 shocking warhammer which deals 1d8+3 +1d6 electricity damage per hit. He wears a +2 suit of dwarf sized +2 umeshti steel full plate, a +2 ring of protection, a silver horn of Valhalla, and a medallion of thought. He carries a small bag of holding with 4 potions of cure serious wounds, 1000 platinum pieces, 1000 gp, five 2000 gp diamonds, a wand of cure light wounds with 50 charges and scrolls containing one copy each of his typically memorized daily spells. His typically memorized spells include the following 0th—create water, detect evil, first aid x2, purify food and drink. 1st—Bless, Command, Cure Light Wounds, Sanctuary, Sound Burst. 2nd—Aid, Augury, Hold Person, Silence, Spiritual Weapon. 3rd—Cure Serious Wounds, Dispel Magic, Magic Circle of Protection from Evil, Prayer. 4th—Dismissal, Freedom of Movement, Healing Circle. 5th—Cure Critical Wounds, Raise Dead.)*

DWARF ACOLYTES 50 *(These lawful neutral 1st level dwarf cleric's vital statistics are HD 1d8, Hp 8, AC 14 (15). They carry a warhammer, a small steel shield, and wear a mail shirt. Their typically memorized spells include 0th—First Aid x2, 1st—Cure Light Wounds.)*

LEGEND OF DWARVEN WIVES

Legend holds that only one percent of dwarven births result in a female born to the clan. It is whispered that most dwarven wives are born of a ritual of prayer when a dwarven male of the appropriate age who has accumulated enough wealth to support a family has chiseled from a solid block of pure rose quartz the likeness of an ideal wife. With hammer and chisels blessed by Krannough and pure waters of an Espresian spring the bachelor begins his prayers. If at the end of his ritual his prayers are answered, he need but place a kiss upon the lips of the statue and breath into it the breath of life. The newly formed dwarf-maid is real in every possible way and possesses the same general knowledge of any dwarf.

Despite the success of his new creation, the dwarf must still fulfill the proper courtship and "win" the love of his bride to be. The dwarf has one year to achieve his goal. Should he fail, the fiancée crumbles to dust and the dwarf may never again attempt the ritual and remain a bachelor for the rest of his days. If he succeeds he and his fiancée are married and bound together for the rest of their natural lives. Due to the great expense, very few dwarves ever manage to attempt the ritual, thus most dwarves encountered are single and filled with a mild melancholy that few members of other races may truly understand.

For this reason married dwarves tend to have rock solid and deeply loving relationships, producing as many children as they can manage to have over the course of their very long lifetime.

10. HALL OF KOKAZIER FANDRUM FANDR, THE ELDEST

At the feet of the Fortress of the Sovereign stands the twin Halls of the Sovereign's claimed eldest sons Kokazier and Medgarum. More simply built than that of his brother, Kokazier's hall reflects craftsmanship featuring the highest regard of form and function vs. ostentation and design. The interior of the hall is simple with fifty rooms to house his eighty house guards and equal number of retainers and servants. His grand hall is a simple affair, its walls decorated with woolen tapestries depicting the history of the dwarves of Fanderburg, but neglecting the floods and subsequent earthquakes caused by recent generations.

Born to his father's first wife, she who was crafted by his own hands, Fandrum is the eldest surviving child of Fandra, who with many of his brothers and sisters were killed during the earthquake that drove his father to the edge of madness. Kokazier is the spitting image of his father, though younger, grimmer, and perhaps more simple of eye and countenance. Kokazier share's his father's belief that the hall can be mended, and in so doing, bring peace to the loved ones lost in the partial cave in.

Kokazier has not yet crafted a wife, for his father insists that there are other dwarf maids of natural birth which could be taken that would insure his election to Sovereignty once the old dwarf has finally gasped his last breath. Kokazier trains his mind to solving the day to day matters of rule, but often has a hard time grasping obvious facts as quickly as his younger brother. He finds his first taste of rule mind numbingly boring however, but soldiers forward as this is what is expected of him if he wishes to rule.

KOKAZIER FANDRUM FANDR THE ELDEST *(He is a 10th level lawful neutral dwarven fighter whose vital statistics are HD 10d10, HP 72, AC 24. His Vital Attributes are strength and Constitution. His significant attributes are strength 16 (20). He carries a +2 feather edged umeshti steel battle axe (1d8+9) and a +2 large umeshti steel shield. He wears +2 Umeshti Steel full plate and wears a +2 ring of protection, and a girdle of giant strength +4. He has weapon specialization in the battle axe. He additionally carries two potions of cure serious wounds, a potion of sanctuary, a potion of remove poison and a potion of haste. Kokazier's raiment and crown jewels are valued at 10,000 gp.)*

KOKAZIER'S GUARD (50): *(These 4th level lawful neutral dwarven fighters vital statistics are HD 4d10, HP 20, AC 18 (20). Their primary attributes are strength and Constitution. Their significant attribute is strength 16. They attack with a battle axe or war hammer (1d8+4 damage), or heavy crossbow (1d10). They wear steel full plate and have a large steel shield. They carry a potion of cure light wounds, and 2d20+10 gp worth of gems and jewelry each.)*

11. HALL OF MEDGARUM FERRUN FANDR, THE 2ND ELDEST

This imposing hall is home to Medgarum Ferrun Fandr and the forty guards and an equal number of servants, and kinsmen loyal to his branch of the Ferrun Fandr dwarven clan. The hall houses fourty private dwellings for the Medgarum's servants and their families and a large central hall where they meet to dine and spend family time. This miniature throne-room is decorated with the accoutrements of Medgarum's various battlefield successes from his time along the walls of the Last Gate.

MEDGARUM FERRUN FANDR *(He is an 8th level lawful neutral(good) dwarven fighter whose vital statistics are HD 8d10, HP 65, AC 24. His vital attributes are strength and Charisma. His significant attributes are strength 17(19). He wears +2 umeshti steel full plate, a +2 ring of protection, and gauntlets of ogre power. He carries a +1 large umeshti steel shield and a +2 umeshti steel dwarven war hammer dealing 1d8+7 points of damage per strike. He has weapon specialization in warhammer and carries two potions of cure serious wounds and a potion of remove poison. His princely raiment and crown jewels are worth 8500 gps.)*

Rare in dwarven families, is the dwarf who outlives a wife and is granted a second though one born of natural birth. Medgarum, born to a daughter of the Ferrun clan is one of these.

Like his half-brother Kokazier Fandrum Fandr, the Eldest he is subservient to his father, even in the face of Edgizier's seeming madness. Similarly he plots as his brother does, for dominion over the settlement once his father has finally passed. Unlike Kokazier, Medgarum has no desire to remain amongst the dry rot and despair of Fanderburg, and would move the strongest and bravest of the clan to other mountains and richer digs. Already he has secretly snuck his agents out of the colony to prospect for richer mineral deposits elsewhere. If only he could find a way to be rid of both his father and brother he feels he could see his ambitions come to fruition.

Megarum quickly understands the use of authority and rule, and becomes short tempered with his slow older brother when he deliberates too long over judgment on a piece of legislation.

MEDGARUM'S GUARD (50) *(They are 3rd level lawful neutral dwarf fighters whose vital statistics are HD 3d10, HP 20, AC 17. Their primary attributes are strength and constitution. They are armed with light crossbow, and battle axe and wear full chainmail suit and carry a medium steel shield.)*

12. FORTRESS OF THE SOVEREIGN

The Fortress of the Sovereign is both palace and tomb of Edgizier, Sovereign of Fanderburg. One hundred fifty warriors of the Fandr clan dwell within its stone halls, serving the terrestrial dwarven lord's bidding as if it were law handed to them by Krannough himself.

The fortress dominates the northern end of the cavern and is breached by a gate at the foot of a broad staircase of exquisite alabaster. The fortress is guarded by 100 sovereign guardsmen who ruthlessly guard their overlord, doing his bidding without question.

The aged Sovereign Edgizier was once one of the greatest rulers that the dwarf nation knew, ruling justly and fairly and leading expeditions into the Darkness in search of treasures and wonders of the dark. At 520 years old, the aged king sought to plumb the depths of the Darkness for the lost Rod of Krannaugh. Through secret exploration beneath the Fortress of the Sovereign itself, a path was found which led to a large piece of the core of the famed Umeshti Meteor which had found its way beneath the Fander Range in the age of the ancients. Within the core was the Yug Beast Zamozog who dominated the host of Edgizier and infected the great king with one of its polyps. Now, driven mad by the creature boring through his brain, Edgizier's rule has become one of chaos and a slowly boiling evil, as he pits dwarf against dwarf and son against son.

A secret panel hidden behind the tapestries which adorn the throne room of Edgizier reveal a hidden path which leads to **The Lair of Xamozog, Area 1:Edgizier's Way**. The secret door is a CL 10 to locate as it is both perfectly carved in stone and hidden behind the banner of Edgizier behind the kings throne.

SOVEREIGN EDGIZIER FANDR *(He is a Lawful Neutral (Chaotic Evil) 12th level dwarf fighter/yug fiend whose vital statistics are HD 10d10+36+2d8, HP 108, AC 24. His primary attributes are strength and charisma. His significant attributes are strength 10 (14) wisdom 6 (16), constitution 12 (16), charisma 17. He attacks with axe and hammer, and two tentacles. Edgizier is immune to mind influencing magic but is susceptible to holy water. He regenerates 2 HP per round. He carries the Axe and Hammer of Fander, which are a +3 dwarven thrower, and a +3 war axe which is bane against ogres. He wears an ornately carved +2 suit of umeshti steel full plate, a +4 amulet of health, a +4 girdle of giant strength, a +2 ring of protection, and boots of haste. His kingly crown and raiment of rule are valued at 12,000 gp. Edgizier has weapon specialization in battle axe.)*

Sovereign Guardsmen (100): See Area 5.

THE CO-REGENCY

Although Edgizier still rules, he is old, and his health and stamina are more supported by the magical accoutrements he wears than by any natural health he still possesses. He has recently petitioned with the other noble clans to see his sons placed in an experimental co-regency. Make no mistake, Edgizier still makes all the important decisions as pertains to the settlement, and is still dressed in his martial garb when called to judge feats of arms in the Stadium of Arms.

13. HOUSE OF CLAN WOLPHER

The Wolpher clan is renowned for its brewing talents and its tenacity on the battlefield. Loosely related to Edgizier as clan cousins. The Wolphers have twenty actual members of their clan who dwell within their clan's steading. Aside from their twenty brothers, sisters, cousins, and the like there are another forty common dwarf servants and retainers. Grunlik Wolpher, the paternal lord of the clan is the chief brewer of Wolphersteiner, a high quality ale brewed by his family which annually wins the brew-master's cup for best ale in the city. Grunlik is always looking for quality yeasts and hops. The closure of the city has hurt the Wolpher clan whose ales were once drunk as far off as the courts of Rodensia.

GRUNLIK WOLPHER *(He is a 7th level dwarf fighter whose vital statistics are HD 7d10, HP 52, AC 20. His primary attributes are strength and Intelligence. He carries a +2 two handed sword and wears a +2 suit of chain mail, when geared for battle. He otherwise keeps a +1 mallet used for tapping kegs. Grunlike has 7799 gp worth of gems, jewelry and treasure locked in a safe in his private chambers.)*

WOLPHER GUARD (20) *(They are 2nd level dwarf fighters whose vital statistics are HD 2d10, Hp 12, AC 16. Their primary attributes are strength and Constitution. They carry a Battle Axe or Warhammer, and wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)*

14. THE BIERHAUSEN

The Bierhausen is the social hub of dwarven culture. This large hall rivals only the noble ale hall of the Sovereign himself in its grandeur. The hall is open day and night to accommodate dwarves who work every shift and holds up to 2000 dwarves at a time, serving Wolphersteiner and other house brews as well as stronger spirits such as rye whiskey grown in the valley below.

Habech Andranco is the master of the Bierhausen and keeps a small army of servers and bouncers at the ready in the event that any foolishness breaks out. Long ago that had never been an issue but due to the tension created by the Sovereign as clans and commoners are pitted against one another for room within the homeland.

Haubech is quick to toss out an unruly drunk, and his bouncers are quicker to break a bone in the process, making Haubech one of the most powerful commoners in all of Fanderburg.

Bill of Fair

Wolphersteiner Blond	4sp.	Pint
Wolphersteiner Dark	4sp.	Pint
Stadgir Rye	8sp.	2 oz
Nixie Blue	10sp.	2 oz
Sovereign Pale Ale	3 sp.	Pint
Red Axe Red	2 sp.	Pint
Braidbeard Lager	1 sp.	Pint
Wolphersteiner Stout Extra Stout	3 sp.	Pint
Rack of Lamb	5 sp.	Rack
Mutton Chop	3 sp.	Joint
Boar's Rib ½ Rack	9 sp.	½ Rack
Ham Steak	3 sp.	¼ inch Slice

Fried Potatoes	2 sp.	½ lb.
Battered Fried Cheese Curd	3 sp.	½ lb.
Sausage on pumpernickel roll	1 sp.	each
Sausage and sauerkraut	2 sp.	each
Buttered Pasta	1 sp	bowl

HAUBECH ANDRANCO *(He is a lawful neutral 5th level dwarf bard whose vital statistics are HD 5d10, HP 33, AC 17. He wears a +1 chain hauberk and carries a +1 broadsword. He has 3500 gp worth of coin and gems in his private quarters, and the tavern clears grosses 300 gp per week.)*

ANDRANCO'S BOUNCERS (10) *(They are 3rd level dwarf fighters whose vital statistics are HD 3d10, Hp 12, AC 16. Their primary attributes are strength and Constitution. They carry a Battle Axe or Warhammer, and wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)*

15. HALL OF CLAN FLUGHEN

The Flughen Clan traditionally mans the foundries of Fanderburg. Their hall sits closest to the glow of the foundry and houses the thirty kinsmen and retainers of the Flughen clan. The clan is lead by Rinder Flughen who is second only to Edgizier in wealth as he holds license to the foundry and continued coal mining operations in Fanderburg. Both sons of Edgizier are currently wooing Rinder Flughen though he is leaning more towards Kokazier who Rinder feels he could more easily manipulate.

Rinder is a miser in the true sense of the word, though his family knows more about mining and refining minerals than any dwarf in the Highland region of the Darkness.

RINDER FLUGHEN *(He is a neutral 5th level rogue 4th level fighter whose vital statistics are HD 5d6+4d10, HP 35. His primary attributes are strength and Dexterity. He carries a +2 umeshti steel mace of wounding whose wounds may only heal by natural means. He wears a +2 elfin style mail suit underneath robes and finery valued at 5000 gp.)*

FLUGHEN GUARD (30) *(They are 2nd level dwarf fighters whose vital statistics are HD 2d10, Hp 12, AC 16. Their primary attributes are strength and Constitution. They carry a Battle Axe or Warhammer, and wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)*

16. FOUNDRY

This large structure occupies the southwest quadrant of the city and is comprised of four smelting domes and three molten ore pits where raw metals are transformed armor, weapons, coin, and building materials.

The Flughen clan members serve as overseers to the common folk who work the huge forges night and day. As a professional industrial foundry and forge-works the dwarves can turn out an entire suit of plate armor in roughly a day. In richer times two hundred dwarves worked the foundries day and night. Now this number is closer to fifty per shift, with three shifts running per day. Mostly they smelt copper and silver ore, but in rare cases when they find a load of Umeshti steel, the dwarves form it into weapons and armaments for their embattled kinfolk at the Last Gate.

Hidden on the south side of the foundry by a secret door is a chamber which resembles the teleport pad in **Area 7-5 of DB3: The Deeper Darkness**. The equipment was obviously removed from another location and placed here by the dwarves. There is a teleport crate and a series of dials in adjoining rooms that can be used to teleport characters or equipment to **7-5**, though there are no such other gem or dial configurations. The secret door is a CL 10 to discover and is locked requiring a CL 10 locks check to unlock.

17. HALL OF CLAN JERGUNHEIN

Clan Jurgenhein, like Clan Leudorm have long provided lean muscle and strong warriors to the defense of dwarven lands. Jurgenhein Hall has roughly sixty permanent residents, half of which are comprised of battle hardened warriors on rotation from the Last Gate.

Those members of Jurgenhein who do not serve as militia and guards at the Last Gate serve in the Mushroom Fields, both guarding, and harvesting the nutritious fungi as well as some of the more toxic and exotic varieties.

FORMENTURIN JERGENHEIN *(He is a lawful neutral 9th level dwarven fighter whose vital statistics are HD 9d10, HP 66, AC 20 (22). His primary attributes are strength and Constitution. His significant attributes are strength 18 (20). He wears +1 umeshti full plate and carries a +1 umeshti steel shield and a +2 warhammer which deals an additional 1d6 points of sonic damage to his opponents. He wears gauntlets of ogre power, boots of springing and striding, and a drinking horn which instantly neutralizes poison. He carries 2 potions of cure serious wounds with him at all times)*

JERGENHEIN GUARD (30) *(They are 2nd level dwarf fighters whose vital statistics are HD 2d10, Hp 12, AC 16. Their primary attributes are strength and Constitution. They carry a Halberd and Heavy Crossbow, and wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)*

18. CENTRAL RESIDENTIAL GALLERIES

There are fourteen residential galleries beneath the castle of Edgizier and his sons. Each gallery is comprised of a series of three carved and buttressed cavern chambers. Each of these has an average of six dwellings per gallery.

Each dwelling typically holds four bedrooms, a store room, a kitchen a restroom, and a large common room with a hearth and chimney which pipes smoke to the top of mount Fandr.

The central galleries contain the dwellings of some of the more well to do common dwarves and their families as judged by their proximity to the castles of the Sovereign and his sons.

19. WESTERN RESIDENTIAL GALLERIES

There are four gallery entrances in the western end of the city that are still open, and each of these galleries like the ones before it consist of 3-6 cavern chambers with six dwellings per chamber. They are otherwise identical to the Central Residential Galleries.

20. WESTERN RUINED GALLERIES

These galleries have been sealed by both seal and stone, to permanently entomb the victims of the cataclysmic earthquake. More details on these galleries can be found in **The Ruined Galleries.**

21. EATERN RESIDENTIAL GALLERIES

These four galleries are similar in every way to the Western Residential Galleries. Each gallery contains 4-8 cavern chambers which each contain roughly six dwellings.

22. RUINED EASTERN RESIDENTIAL GALLERIES

The ruins are further detailed in the **Ruined Residence Galleries**.

23. HALL OF CLAN LEUDORM

Clan Leudorm, like Clan Jurgenheim, offers security and warriors for the defense of Fanderburg, with many of its members serving as constables in the east and west galleries. Unlike most of the other clans, Clan Leudorn is the most adept at magic, and boasts several members of their clan who are bona-fide wizards. Many of Leudorm's wizards serve

Clan Leudorm are keepers of magic and guardians of arcane secrets. Along with the priests of Krannough's temple, Leopuld Leudorm, the clan's leader works tirelessly in an attempt to calm the fissure and harden the solid rock dome above their heads. Leopuld amongst all others feels that the vault of Fanderburg can be saved, but knows that it will require the recovery of the Rod of Krannough to repair the deep wounds the cavern has received.

LEOPULD LEUDORM *(He is a 11th level Dwarf Wizard whose vital statistics are HD 10d4+11, Hp 36, AC 16. His primary attributes are intelligence and Constitution. His significant attribute is intelligence 18. He carries a +2 dagger, a staff of evocation, a ring of protection +2, bracers of armor +4, a ring of feather fall, and scrolls equivalent to a full day supply of his memorized spells. His finery and jewelry are worth 4000 gp. His typically memorized spells include: 0th—Dancing Lights, Detect Magic, Detect Poison, Mage Hand, Message, Prestidigitation. 1st—Burning Hands, Charm Person, Hold Portal, Identify, Magic Missile, Sleep. 2nd—Acid Arrow, Detect Thoughts, Knock, Mirror Image, Protection from Arrows. 3rd—Blink, Fireball, Fly, Haste, Lightning Bolt. 4th—Charm Monster, Dimension Door, Ice Storm. 5th—Hold Monster, Transmute Rock to Mud. 6th—Mass Suggestion.)*

LEUDORM WIZARD APPRENTICES (20) *(They are 1st level Dwarf Wizards whose vital statistics are HD 1d4, HP 3, AC 11. Their primary attributes are intelligence and Constitution. They carry a scroll with magic missile, and sleep. Their typically memorized spell are 0th—Detect Magic, Message. 1st—Magic Missile.)*

24. FUNGUS CAVERNS

This vast underground cavern to the southeast of the main gallery is filled with edible mushrooms which the dwarves cultivate as part of their diet. The dwarves work communally in the cultivation process, with at least one member from any given family donating a portion of their day to the effort.

Among the common giant mushrooms which grow here are others used for medicinal purposes.

The dwarves also keep many skreechers, especially at the far ends of the cavern where long abandoned tunnels lead to strange fissures in the Darkness. Dwarves who tend the skreechers wear special earplugs to protect their hearing.

SKREECHERS (50) *(These neutral creature's vital stats are HD 3d8, HP 13, AC 8. Their primary attributes are none. They have twilight vision and are able to shriek.)*

DWARF WORKERS (50) *(These lawful neutral creatures vital stats are HD 1d8, Hp 4, AC 14. They have a hatchet dealing 1d6 points of damage and 1d4 gp.)*

25. COAL MINES

The coal mines are located to the southwest of the grand gallery and comprise four currently operating spurs which are tracked by handcart which leads back to the Foundry in the city proper. Each spur of the mines is worked by roughly 40 miners who toil away in 12 hour shifts. Dwarves working the mines come from the poorest families who dwell in the western galleries, where the majority of casualties from the earthquake took place.

DWARF MINERS *(These lawful neutral creatures vital stats are HD 1d8, Hp 4, AC 14. They have a pickaxe and shovel dealing 1d6 points of damage and 1d4 gp.)*

FANDER VALLEY

A valley on the middle slopes of Mt. Fander, Fander Valley is the name of the dwarven farming commune that provides much of the meat, cheese, milk, and fruit for the dwarves who dwell deep within the mountain. The vale is by and large un-accessible by climbing but may be reached by air. It is otherwise reached only through the great tunnel that descends down into the vault.

The walls of the valley are efficiently terraced and once grew a variety of foodstuffs from oats and barley to potatoes, turnips, and carrots. Most of the planting is left fallow now and groves of apple trees are only partially tended. Despite the disrepair observers can clearly note the once great level of sophistication that went into the irrigation and tending of both beasts and land. It is quite obvious that if the farms in the valley were performing at full capacity they would be able to provide food for ten times the number of inhabitants of the Dwarven fortress below.

STADGIR'S MILL

A sawmill built amongst a perfectly planted and tended hardwood grove. The sawmill is operated by water piped from

an underground aquifer and given strength through hydraulic method. The surrounding grove is carefully tended, and sacrifices made to the Green Man in order to insure good growth. The dwarves learned through bitter feud with druids form the grove of the green man to plant two saplings for every tree harvested. The sawmill is efficient at getting the perfect amount of board feet per log. Wood chips are used for bedding for the domesticated giant mountain goats that are also raised in the vale.

Stadgir owns and operates the mill, though he is neither noble nor a warrior. His skill alone keeps him above the infighting that keeps the under dwellers on edge.

STADGIR *(He is an 8th level dwarven fighter whose vital statistics are HD 8d10, HP 44, AC 20. His primary attributes are strength and Intelligence. He carries a +2 warhammer, and a +2 heavy crossbow, and wears +1 full plate and a +1 large wooden shield. He has 9400 gp in gemstones, jewelry, and coin locked in a lockbox in his mill.)*

SENTRY TOWERS

Sentry Towers dot the edges of the vale, each being thirty ft. high and camouflaged to appear as if they are no more than a jagged hunk of granite jutting towards the sky. Each tower is occupied by ten guards who take turns in pairs keeping an eye on the escarpment below and the sky above. Each tower is fitted with a ballista which is also concealed, requiring a wisdom Check (Challenge Level 8) to notice.

More insidious than the hidden ballista however are the hidden vents leading up from the forges below. On days when the forges are in operation, the sentries have the option of throwing a lever which would burn all within 20 ft. of the towers with boiling hot gasses from the city forge. The gasses deal 6d6 points of heat damage. The vents may be released once per day for 1d4 rounds.

DWARF SENTRIES (10) *(They are 2nd level dwarf fighters whose vital statistics are HD 2d10, Hp 12, AC 16. Their primary attributes are strength and Constitution. They carry a Battle Axe and Heavy Crossbow, and wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)*

HEILMAN'S DAIRY

This dairy raises both milk cows and giant mountain sheep that are the size of the stout bovines penned here. Milk and cheese are produced in the dairy, and at least once every two months the giant sheep are sheered for their wool which is worked at the adjoining woolen mill.

The milk and foodstuffs created are given to the nobles who then allot their share to workers under their command. As has been mentioned, this allotment is then broken down between the family clans of the commoners, though it is not always granted in the most efficient or fairest manner.

Heilman and his family are excellent cheesemakers and keep a cavern not far from the dairy where they store

HEILMAN *(He is a 6th level dwarf fighter whose vital statistics are HD 6d10+6, HP 36. AC 18. He wears a chainmail suit +1 and carries a large wooden shield and a +1 battle axe. He keeps 3000 gp in his farmhouse locked in a stout iron bound box.)*

HEILMAN FARMERS *(They are lawful neutral dwarves whose vital statistics are HD 1d8, HP 5, AC 14. They carry an axe and have 1d10 gp worth of coin.)*

GUARDS *(They are 2nd level dwarf fighters whose vital statistics are HD 2d10, Hp 12, AC 16. Their primary attributes are strength and Constitution. They carry a Battle Axe and Heavy Crossbow, and wear a chain hauberk and carry a large steel shield and 2d10+20 gp worth of coins and gems.)*

BROADPLAID'S WOOLEN MILL

The woolen-mill is operated by geothermal energy which, like the Sawmill have survived the degradation of upkeep that swept much of Fanderburg after the devastating earthquake which rocked its residential neighborhoods.

Woolens produced in the mill are of a 20% higher quality than similar homespun found in human lands. They offer excellent protection from cold weather extremes and come in a variety of durable plaids. This wool would be priced at double the standard price per bolt of cloth, if the wool were ever sold to outsiders. Unfortunately it hasn't been in many decades, and that wool which is produced here is considered quite ordinary by the dwarves who have forgotten its value and now take for granted its actual worth.

The mill is administrated by Borgo Broadplaid and his family.

BORGO BRODPLAID *(He is a 5th level lawful neutral dwarven fighter whose vital statistics are HD 5d10, HP 29, AC 18 (20). His primary attributes are strength and Constitution. Hi significant attribute is strength 16. He attacks with a +1 umeshti steel battle axe or war hammer (1d8+5 damage), or +1 heavy crossbow (1d10+1). He wears umeshti steel full plate and has a large steel shield.)*

BROADPLAIDS (20) *(These dwarves vital statistics are HD 1d8, HP 6, AC 14. They carry a battleaxe or warhammer and wear a chain shirt. They have 1d10 gp each.)*

RUINED RESIDENCE GALLERIES

These galleries once housed thousands of dwarves who dwelt below the mountain. When the earthquake struck many who dwelt within the galleries were killed outright. Others were buried under thousands of tons of rock. There are a dozen such ruined galleries which have been sealed by the survivors of the Fanderburg catastrophe. The sites are extremely dangerous, with the potential for settling stone, shifting floors, and collapsing ceilings.

The ruined residence galleries may be accessed with a key provided by the Sovereign, or one of his sons.

ENCOUNTERS	
1	Collapsing Ceiling
2	Shifting Floor
3	Minor Tremor
4	Grave Risen
5	Wraith
6	Wight
7	Ghoul*
8	Giant Spider
9	Cavern Raptor
10	Cavern Slug
11	Behir
12-20.	No Encounter

1. Collapsing Ceiling

This area is especially dangerous and the ceiling is highly susceptible to collapse. There is a 1 in 6 chance of a collapse as characters pass through this area. If the ceiling collapses characters must make a dexterity save (CL 12) or suffer 10d6 points of damage from falling rock. If the character rolls a natural 1 on their save they are completely buried. Buried characters must be dug free in 1d10+3 rounds or they die from suffocation.

2. Shifting Floor

The floor in this area of the ruin is unsettled even this long after the quake. There is a 1 in 6 chance per character of falling into a hidden chasm as the floor suddenly slips loose unless a successful traps or stone sense check (CL 10) discovers the unsettled floor. Character's whose number comes up must make a successful dexterity save (CL 10) or slide down a casm 1d10x20 ft. deep suffering 1d6 points of damage per 10 ft. fallen.

3. Minor Tremor

In this event a small localized earthquake takes place. This earthquake is for all intents and purposes exactly the same as an earthquake spell cast by an 18th level caster.

4. Grave Risen

These undead creatures are the cursed remainder of dwarves who were buried alive when the after the quake.

The Grave Risen is accompanied by 1d4+1 zombies.

GRAVE RISEN *(This medium chaotic evil undead creature's vital statistics are HD 5d12, HP 30, AC 15. It attacks with two claws for 1d4 points of damage + blood poisoning. It turns as a 7 HD monster.)*

ZOMBIE (1d4+1) *(These neutral evil creature's vital stats are HD 1d12, HP 7 (avg), AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage. They have common undead traits.)*

5. Wraith

This is an encounter with 1d4 wraiths. The wraiths were dwarves killed in the great quake.

WRAITHS (1d4) *(This medium lawful evil extraordinary undead creatures vital statistics are HD 5d12, AC 15. Their primary attributes are mental. They attack with an incorporeal touch for 1d6 points of damage. They are incorporeal and their special attack is level drain.)*

6. Wight

The evil of Nartarus crawls even into the strongest hearts. The gnarled reach of the unholy one's claw is long and some why died during the quake were transformed by the will of the god of death.

WIGHT (2d8) *(These medium lawful evil creatures vital statistics are HD 4d12, HP 24, AC 15. Their vital statistics are mental. They attack with a slam for 1d6 points of damage. Its special abilities are create spawn, energy drain, and darkvision.)*

7. Ghoul

As with wights, the touch of Nartarus is ever reaching. Some of those who were buried alive crossed beyond death and became ghouls. These ghouls readily seek a pound of flesh from those who left them to rot in their unhallowed tomb.

GHOULS (2d6) *(These chaotic evil undead creatures vital statistics are HD 2d8, HP 9, AC 14. They attack with two claws for 1d3 points damage and a bite for 1d6 points damage. They have the special ability of paralysis and darkvision.)*

8. Giant Spider

This encounter is with a nest of giant spiders.

SPIDERS (1d4) *(These neutral creatures vital statistics are HD 5d8, HP 22, AC 16,its primary attributes are physical. It attacks with a bite (1d6) plus poison, Its special abilities include web and climb.)*

9. Cavern Raptors

A flock of cavern raptors is currently hunting this section of dungeon. They are relatively starved giving them a -1 to hit from weakness but they fight to -5 hit points.

CAVERN RAPTORS (2d6) *(These neutral creature's vital stats are HD 2d8+1, Hp 10, 12, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 and 2 claws for 1d3 points of damage. Their special abilities are scent and darkvision up to 60ft.)*

10. Cavern Slug

This encounter is with a cavern slug that drops on the party from the ceiling. It uses acid and its engulfing abilities.

CAVERN SLUG *(These large neutral beasts' vital statistics are HD 10d8, HP 42, AC 14. Their primary attributes are physical. They attack with a bite for 1d8 points damage +1d6 points acid damage. Their special attacks are acid spit for 3d6 points of damage, or a trample attack for 4d6 points of damage plus 1d6 points acid damage.)*

11. Behir

A behir keeps its lair inside the ruins of a Umeshti dwelling. The creature is greedy for loot and attacks creatures it senses may be carrying large amounts of precious metals which it detects through its sense of smell. The behir is relatively stupid but PCs may be able to bribe the creature off with 20 lbs. of copper, silver, gold, or platinum. But really who's kidding who? The creature is simply going to attempt to eat the party right?

TREASURE: The behir's lair contains the following treasures. Scroll of rock to mud, and stone to flesh. A +2 longsword, a +2 shield, 3200 gp, 120 platinum pieces, 8000 silver pieces, a wand of sleep with 20 charges, and a broken bullseye lantern with 4 flasks of oil.

RUNNING THE RUINED RESIDENCE HALLS

There are several possibilities for how the PCs gain access to the ruins. In most events the PCs have been put up to a search for the Oracle by Medgarum. Other possibilities include Edgizier allowing access to the residence halls in an attempt to steer the PCs the wrong direction so that they may find their doom within the treacherous halls.

MEDGARUM: If Medgarum has given the PCs a key to the residence halls, he also provides a map to the Hall of the Obelisk, as this is believed to be the last known location of the Oracle as she fled from Fanderburg. In this event, unless extreme care is taken, the PCs exit into the residence halls was observed by agents of Medgarum's brother Kokazier, who has set an ambush for the PCs should they return from their explorations. For details on Kokazier's ambush see "Returning to Fanderburg" for details.

EDGIZIER'S KEY: If Edgizier has sent the PCs to the Residence Halls in search of the Oracle, he does so with murderous intent as his mind is under the command of the Overbrain Overlord. In this instance he sends the PCs through a series of residence halls as far away from the hiding place of the Oracle as possible. The PCs should eventually determine that their explorations of the residence hall have reached a dead end. Allow them to explore up to three similar galleries filled with similar dwarven ruins before determining that their map is inaccurate. The PCs should have no more than three of the above encounters. Upon attempting to leave the galleries, Edgizier has set an ambush for the PCs by a band of Sovereign Guardsmen. See "Returning to Fanderburg" for details on the ambush.

Sneaky PCs

It is quite possible that through their own wile and cunning the PCs find a way into the residence galleries by using some form of magic or other sorcery such as clairaudience/clairvoyance, passwall ect. to pass hidden into the residence galleries and take on the quest in their own time and after their own fashion. In such an event the PCs should be awarded for their clever actions and no ambush should be made on them after their adventures in the residence galleries and the hall of the obelisk. Grant an experience point bonus of 1000 xp per character for such a successful plan.

HALL OF THE OBELISK

Beyond the ruined galleries is the hall where the oracle fled to exile from the charge of heresy brought about by her visions. This huge hallway glows with an ominous violet light and has a wet musty odor. The hall is dominated by a large spire of solid stone which rises over 280 ft. in the center of the hall. The ceiling of the cavern is lost to view.

1. Eibon River Tributary

The deep dark waters are rich with iron, making them far too murky and fast moving to see bottom with the naked eye.

This underground river is 30 ft. wide and 30 ft. deep. The waters are swift moving and swimming through them would be difficult even for a skilled swimmer, requiring a successful strength check (CL 12) to avoid being swept away. Characters who are swept away have the opportunity to take a second strength check (CL 16) to find shore. If this is failed they sink and begin to drown. See drowning rules in the Castles & Crusades Players Handbook for details on drowning. Victims under the effects of water breathing or some similar enchantment still suffer 2d6 points of damage per round due to buffeting and bashing of stone wall and loose rock. The waters eventually pour into Bradle's Tor many miles to the south.

UMESHTI RUINS

Several structures once occupied by the ancient Umeshti people still stand within this chamber. Protected by the power of the strange obelisk that commands the center of the cavern, these ruins afford a snapshot into the architecture of the ancients who once dwelt here. The ruins are haunted now by spirits of those who were vaporized during the primeval star-fall which shattered the Umeshti homeland.

The buildings are palatial in scale indicating beings whose average height may have been in excess of 7 ft. tall.

Roll 1d20 on the following table to determine if a given structure is occupied.

Ruins Random Encounters	
1	Shadow
2	Yug Dwarves
3	Collapsing Ceiling
4	Violet Fungi
5	Sreecher
6	Cavern Slug
7	Charnel Spider
8	Yug Rat Swarm
8-20.	No encounter

1. Shadow

This is an encounter with 2d6 shadows. These beings were etched into the walls of their dwellings when the meteor pulverized them.

SHADOWS 2D6 *(These chaotic evil creature's vital stats are HD 3d12, HP 18, AC 13, Its primary attributes are physical. It attacks with a touch causing 1d4 points of damage +1 strength point of strength. The Shadow is incorporeal.)*

2. Yug Fiend Dwarves

These dwarves explored too deeply into the great rift and came into contact with the festering madness of the Overbrain Overlord and are now dominated by overbrain polyps. Their minds have been devoured and they act as guardian minions of the overbrain overlord.

YUG FIEND (Dwarves) 2d4: *(These Chaotic Evil Creatures vital stats are HD 3d8, HP 12, AC 18. They attack with an axe for 1d8, or two tentacles for 1d4 each). They wear chainmail, and carry an axe, and 2d6 gp in their backpack.)*

3. Collapsing Ceiling

The ceiling of one of an old temple or priest's residences is extremely dangerous. A dwarf or gnome would notice this immediately. Passing too close to the structure or entering the structure has a 50% chance of causing a collapse which deals 6d6 points of damage to all characters within a 10 ft. radius unless a successful dexterity save is made to avoid. Creatures actually within the residence must still take half damage even on the successful save.

4. Violet Fungi

This patch of fungi slowly scours the area seeking sustenance from rat swarms or bat guano.

VIOLET FUNGI *(These medium neutral plants vital statistics are HD 2d8, Hp 9, AC 13. Their primary saves are physical. They attack with 1d4 tentacles for 1d4 points damage + 1 point of un-curable rot per round. Their special abilities are poison, twilight vision, and plant traits.)*

5. Screecher

This encounter is with a patch of skreechers. If it is encountered it immediately alerts Korpoklaani to the presence of the PCs. Korpoklaani arrives in 1d8 rounds. Korpoklaani is described in area

SCREECHER *(These neutral creature's vital stats are HD 3d8, HP 13, AC 8. Their primary attributes are none. They have twilight vision and are able to shriek.)*

6. Cavern Slug

This is an encounter with a cavern slug. The slug claims the ruin as its lair, though spends a goodly amount of time devouring lichens and mosses which grow near the river as well as anything else which happens into its path.

CAVERN SLUG *(These large neutral beasts' vital statistics are HD 10d8, HP 42, AC 14. Their primary attributes are physical. They attack with a bite for 1d8 points damage +1d6 points acid damage. Their special attacks are acid spit for 3d6 points of damage, or a trample attack for 4d6 points of damage plus 1d6 points acid damage.)*

7. Charnel Spiders

A nest of Charnel spiders occupies the ruins of an ancient temple structure near the Obelisk.

CHARNEL SPIDERS 1d4 *(This neutral evil creature's vital statistics are HD 4d8, HP 20 and AC 15. Its primary attributes are physical. It attacks with a bite for 2-8 points of damage. It injects poison with a successful attack.)*

8. Yug Fiend Rat Swarm

This encounter is with a swarm of rats who have been dominated by the presence of the overbrain overlord.

YUG FIEND RAT SWARM *(These neutral creatures's vital stats are: HD 8d8, Hp 32, AC 20. They attack everything within a 10 ft. radius, dealing 1d6 points of damage per round +1d4 with tentacles. Additionally, they suffer only half damage from physical attacks. They are immune to mind influencing magic, but take 1d6 points of damage per vial from holy water and regenerate 2 hp per round.)*

OBELISK OF THE ANCIENT ELDERS

This massive pillar stands in the far side of the cavern, dwarfing the other ruins with its immensity. The obelisk is 210 ft. tall and 90 ft. at the base. A staircase is carved into the dark lichen covered block which rises almost to the ceiling above. The entirety of the obelisks is carved with images of the new gods in their infancy, as well as the more ancient deities such as Soagoth, Kyuleshedrac, and Tokaladin featured in the generally recognized creation epic of the ancient elders. A cleric who spends up to nine hours studying the inscriptions would see them as a form of picture language which tells a partial story of the ancient age and other gods who are likely unknown to the cleric and his party as they were destroyed in the War of Gods and Mortals. Studying this information would grant the Cleric a +2 to any wisdom checks as they pertain to religion.

Stairwcase

The stair running around the outside edge of the obelisk is narrow, allowing only two figures to walk abreast of one another at a time. The friezes carved along the stairwell are largely obscured or overgrown with lichen. Featured prominently in the images are tall, yet broadly built figures bearing features common to men and elves. The tall figures are themselves dwarfed by the figure of Tokaladin, bearing robes and staff, the horned figure of the Green Man. These figures are themselves dwarfed by the colossal figures of the tentacle waving Soagoth, and the great dragon Kyuleshedrac.

3B. ALTAR OF ANCIENTS

An altar stands in the center of the top of the massive obelisk. A deep depression sits in the center of the altar possibly used to lay sacrificial items within. Next to the altar stands a stone statue of a female dwarf. The dwarf maid is carved in such uncanny realism as to be indistinguishable from a real dwarf at first glance (requiring the PCS to make a successful wisdom save, (CL 8) to determine the reality of the form.

Unless already encountered, the twined around the altar is the mutated form of Korpoklaani.

Korpoklaani was a curious copper dragon who delved deeply into the crater of Umeshti some decades ago and became the unfortunate victim of the Overbrain Overlord.

Korpoklaani attacks the PCs immediately, attempting to incapacitate PCs so that they may be brought before the Overlord and infected with Overbrain polyps.

KORPOKLAANI *(Yug Fiend Mature Copper Dragon) (It is a Large Mature Chaotic Evil Copper Dragon whose vital statistics are HD 15d12+2d8, HP 128, Its primary attributes are Mental and Physical, it attacks with two claws (1d4), two tentacles (1d4), wing (1d8), tail (1d8), bite (4d4). Its acid breath weapon deals 15d4 points of damage, and its slow gas cone breath weapon effects 15d4 hd worth of creatures. Korpoklaani is immune to mind influencing magic, and acid. Its spell like abilities include stone tell. It climbs as if under the permanent effects of a spider climb spell. He is vulnerable to holy water.)*

TREASURE: Nail of Glory

ARTIFACT: THE NAIL OF GLORY

This magical +3 two handed sword, was one of the first crafted from Umeshti Steel. Originally forged as a gift for a great dwarven paladin who had served Edgizier's grandfather, the sword was since lost in exploration of the great rift. The weapon expects great sacrifice from its wielder, and in return deals massive damage to the wielders enemies. Through use of a command word the wielder may sacrifice a portion of his hit points in return for greater damage dealt to his foes. When the word Glunndroknoc is spoken the user declares how many hit points he wishes to sacrifice in exchange for greater damage against his foes. The wielder may sacrifice up to 10 hit points in exchange for an additional 10 points of damage on a successful strike. When wielded by a lawful good dwarf, the sacrifice is multiplied by x1.5, thus a dwarf sacrificing 10 points would deal an additional 15 points of damage to ones foe. As the weapon is Umeshti steel it is immune to rust.

Agata the Oracle

The statue standing next to the Altar of Ancients is actually the flesh to stone form of Agata, the Oracle, who turned herself to stone in order to protect herself from Korpklaani's insane attack.

Agata may be transformed back to flesh through a casting of a stone to flesh spell, or through use of wish, or limited wish.

If freed Agata welcomes the PCs and thanks them for slaying or otherwise defeating Korpoklaani. She informs the PCs of a great evil known as Xamozog which dwells in the deep rift among ruins of the Umeshti Empire. The Beast has long festered there, growing in strength and power as it devours any life which comes within its grasp. She informs the party that many within Fanderburg have been duped or deceived by Xamozog and that the creature serves as a harbinger of Soagoth himself, seeking to open a passage for the God of Madness that intends to envelop and devour the entire world.

Agata provides whichever healing that the PCs may need within her abilities to do so.

Agata tells the PCs that she fled to the Altar of Ancients in an attempt to retrieve the Ring of Lower Waters, an ancient relic of the Umeshti people which was used to shape the course of land and seas in the days of Gods and Mortals. Much of the rings power has waned, but Agata is convinced that the ring could be used to open a portal to Xamazog's lair. Unfortunately she was set upon by Korpoklaani before she could figure out the riddle which would summon the ring to the altar.

She explains that the ring of lower waters may be used by a water being such as an elemental or water fey to reach the lair of Xamozog somewhere in the deep rift below. Once acquired, Agata suggests the PCs take the ring to Iurien at the fountain of Espresis, as Iurien may unlock the path for the PCs to the basin of the Great Rift.

Agata then gives the PCs the following riddle, explaining that the ritual for summoning the Ring of Lower Waters came to her in a vision.

"That which fire and ice doth bring, within the bowl of earth let the hammer of air forge thy ring".

CASTLE KEEPER NOTE: The summoning of the ring requires the simultaneous casting of a fire based spell and a cold based spell within the cauldron carved upon the face of the altar. This must be followed by an air based spell which hammers the resulting enchanted waters into the shape of an enchanted ring. Any such spells are acceptable so long as the spells are at least 3rd level or higher spells. For example Cone of Cold and Flamestrike would be acceptable, but burning hands would not be powerful enough to summon the ring. Ultimately whatever unique solution the PCs come up with (such as sacrificing cold and fire based weapons to the altar) would prove an acceptable means of acquiring the Ring of Lower Waters.

AGATA *(She is a lawful good 8th level dwarven cleric. Her vital statistics are HD 8d8, Hp 40, AC 18. Her primary attributes are charisma and Wisdom. She wears +2 chain suit, and carries a +1 warhammer. Her typically memorized spells include: 0th—Create Water, Detect Evil, Detect Magic, Endure Elements, First Aid. 1st—Cure Light Wounds, Detect Undead,*

Detect Secret Doors, Command, Sanctuary. 2nd—Aid, Augury, Detect Traps, Speak with dead, Hold Person. 3rd—Cure serious wounds, Locate Object, Dispel Magic, Create food and Water. 4th—Discern Lies, Divination. 5th—Raise Dead).

ARTIFACT: RING OF LOWER WATERS

The ring of lower waters is a nearly depleted artifact from ancient days when the gods walked among mortals. The ring was used in conjunction with the Rod of Krannaugh to shape the continents, rivers and seas. The ring is still quite powerful and replicates the following abilities.

+2 Armor Class

Plane Shift: Allows the being wearing the ring and any living beings it touches to be instantly transported to the Elemental Plane of Water or back to their home plane so long as they are touching water when they initiate the shift.

Create water once per day

Teleport Without Error: Allows beings to teleport instantly to a terrestrial watery location that is known to them so long as they are touching water that also touches that location.

Water Breathing: The being wearing this ring has water breathing as if under the effects of the spell of the same name.

Freedom of Movement: While in water the being moves as if they are an aquatic creature, and able to take all actions and movements accordingly.

Lower Water: Allows the user to lower or raise waters as a caster of equivalent level at will.

In the hands of a water based creature all effects including armor class are doubled. A water based creatures movement rate in water is also doubled.

RETURN TO FANDERBURG

PCs returning to Fanderburg may be ambushed by either dwarves loyal to Kokazier, or those loyal to Edgizier.

Kokazier's Ambush

It is not necessarily the intent of Kokazier's forces to slay the PCs, instead they halt the PCs from the ambush position and demand that the PCs relieve the PCs of the Ring of Lower Waters and the Nail of Glory. Kokazier offers the PCs a buyout to avoid bloodshed, and offers them a map which will put them back in a series of tunnels that lead to the surface somewhere in the Fander Mountains near human lands. If the PCs refuse, his forces attack, though they stop short of fatal blows against the PCs if possible.

The ambush is comprised of 10 dwarven fighters, a dwarven cleric, and a dwarven wizard.

Ramifications: If the PCs use deadly force or kill any of the dwarves, they risk being permanently exiled from Fanderburg and alienating Medgarum as an ally.

Edgizier's Ambush

Edgizier's ambush is more deadly than the ambush by Kokazier, insomuch as the sovereign has ordered that the PCs be slain for betraying secret passages into the heart of the dwarven homeland. The dwarves set an ambush with heavy crossbows and judicious use of deadly magic. The PCs may attempt a wisdom check (CL 10) to notice the ambush and avoid the surprise attack. If the fight turns against the dwarves they attempt to retreat to Fanderburg and a general alarm is raised turning the city against the PCs!

Ramifications: Again if any evidence is found that dwarves have been slain by the PCs, this causes an issue with Medgarum and would cause forces loyal to Kokazier and Edgizier to attack the PCs on sight.

SOVEREIGN GUARDSMEN (10) *(These 4th level lawful neutral dwarven fighters vital statistics are HD 4d10, HP 20, AC 18 (20). Their primary attributes are strength and Constitution. Their significant attribute is strength 16. They attack with a umeshti steel battle axe or war hammer (1d8+4 damage), or heavy crossbow (1d10). They wear umeshti steel full plate and have a large steel shield. They carry a potion of cure light wounds, and 2d20+10 gp worth of gems and jewelry each.)*

SOVEREIGN WIZARD *(This lawful neutral dwarven 5th level wizards vital statistics are HD 5d4, HP 20, AC 14. Their primary attributes are intelligence and Constitution. Their significant attribute is intelligence 16. They carry a wand of lightning bolt with 10 charges, a potion of cure light wounds and bracers of armor +3. Their typically memorized spells are: 0th—Detect Magic, Detect Poison, Message, Open, Prestidigitation. 1st—Burning Hands, Charm Person, Magic Missile x2, Shield. 2nd—Ray of Enfeeblement x2, Mirror Image, 3rd—Lightning Bolt)*

SOVEREIGN CLERIC *(This lawful neutral 5th level dwarven cleric's vital statistics are HD 5d8, HP 24, AC 18. Their primary attributes are wisdom and Constitution. Their significant attribute is wisdom 16. They carry a +1 umeshti steel warhammer, and a +1 large umeshti steel shield. Their typically memorized spells include: 0th—Detect Poison, Detect Evil, Endure Elements, First Aid. 1st—Command, Cure Light Wounds, Shield of Faith. 2nd—Hold Person, Silence. 3rd—Dispel Magic.)*

Re-Entering Fanderburg

If the PCs manage to return to the city without slaying any dwarves, or by successfully hiding their participation in a slaughter of sovereign guards, they enter Fanderburg and are first greeted by Medgarum. Once the PCs share the information and the oracle's wishes with Medgarum he sees them delivered to the fountain of Espresis. See **Summoning Iurien** below.

If the PCs enter the city after having killed dwarves they are greeted by a dwarven armed force led by Medgarum and

Kokazier. They attempt to apprehend the PCs with the intent of trying them before the Sovereign and having them executed via monster in the Stadium of Arms.

Dwarven Force

SUMMONING IURIEN

If the PCs have acquired the Ring of Lower Waters and are in good standing with Medgarum, or have used stealth and other means to reach the Fountain of Espresis, they may use the ring to summon Iurien.

Iurien rises from the pool and asks the PCs what they seek. She offers to take the PCs anywhere that the waters touch in exchange for possession of the ring itself, as the ring should be returned to the Plane of Water where it was forged so that it may be healed of the damage the ancient lords of Umeshti wrought upon it. At the point the PCs may visit the plane of Water, or anywhere in the Darkness which is touched by the waters, or along any stream, river, lake, or sea in the continent above.

In order to enter the lair of Xamozog the PCs must ask Iurien for entry, at which point she creates a portal from the waters in the fountain and the PCs are dropped upon the shores of an underground pool in a cavern at the bottom of the Great Rift, which opens to the lair of Xamozog.

THE LAIR OF XAMOZOG

Located beyond a cavern at the bottom of the Great Rift is the Lair of Xamozog, the Overbrain Overlord.

The Lair of Xamozog may be reached by the following means:

Fall: Characters who somehow fly to the bottom of the rift near the Fortress of the Three find themselves at the base of a narrow canyon lake where Xamozog makes his lair, have a ring of feather fall, or casting of multiple *feather fall* spells before reaching the canyon floor one mile below the top of the rift. Of course it would be much easier to use a fly spell as the duration would be sufficient to reach the floor of the Rift without the sudden stop that a fall would entail.

Iurien's Passage

If the PCs are transported by Iurien and the ring of lower waters, they arrive at Area 1.

SCRYING + TELEPORTATION: Through use of teleport without error and clairaudience/clairvoyance spells the PCs may teleport directly to the lair of Xamozog. Be warned however that Xamozog has similar abilities to sense the PCs scrying and is prepared for their arrival.

EDGIZIER'S WAY: The most nefarious entrance to the Lair of Xamozog is through a passage hiddin within the palace of Edgizier himself. It is through this ancient path that Edgizier stumbled upon Xamozog when duped by the beings mind bending. PCs who infiltrate the palace of the king through stealth and subterfuge may find the secret path which Edgizier used to enter the lair of the Beast of Yug.

Special Features

Canyon Lake

The canyon lake is 100 ft. deep and filled with icy water which causes swimmers to suffer a -4 to any swim checks unless they are protected from cold by magical means or the barbarian's special survival abilities. The lake is filled with blind fish, most of which are infected in some way with polyps from Xamozog.

1. Edgizier's Way

A long stone shaft carved with the images of the mad god Soagoth in some primordial time shortly after creation. Wicked tentacle waiving beasts are shown dominating early men, elves, elves and dwarves and feasting upon their very souls. The stairwell descends almost a mile until it ends in a locked stone door. The door is trapped with a phantasmal killer trap.

The trap is a Challenge Level 8 to locate and must be disarmed with a dispel magic spell. Characters affected by the spell must succeed a DC 8 intelligence save or be killed instantly. Those who succeed take 4d6 points of damage.

2. The Bridge of Guardians

This bridge crosses the deep waters of the canyon lake. The span stretches across four towers till coming to Xamozog's island in the distance. The bridge is 20 ft. wide and (x) ft. long.

3. Towers of the Guardians

These towers are virtually vacant. They stand 30 ft. above the bridge walkway and appear to have been built to support the bridge. The tower foot is beneath the water affixed to bedrock. The size of the tower building blocks indicate that the work was done by gigantic builders.

For each of the four towers there is a 1 in 4 chance of encountering an Overbrain Collosus, sent by Xamozog to turn the PCs away. CKs may opt for more than one Overbrain Colossus, but it is suggested that only one be used as the encounter with Xamozog should be sufficiently difficult in its own right.

BEAST OF YUG, LESSER *(This chaotic evil extra planar aberration's vital stats are: HD 6d8, Hp 25/10, AC 18/14. Its tentacles attack as 5 HD creatures. The tentacles deal 1d4 points of damage and grapple on a successful hit requiring a strength check (CL 5) to break free from. The beast regenerates 2 hp per round, re-growing severed tentacles every 10 rounds. The creature is immune to mind influencing magic, and immune to damage from weapons of less than +2 magical enhancement. The beast takes 2d6 points of damage from lawfully aligned holy water.*

Psychic Assault: *Once every 1d4 rounds the Beast of Yug may attempt a psychic assault on its victims. All victims within a 20 ft. radius of the creature must make a wisdom Save (Challenge Level 10), or suffer 1d6 points of temporary Intelligence, Wis-*

dom, and charisma damage. Creatures reduced to zero in these three attributes have their soul devoured by the beast, and become mindless automatons under the control of the beast (similar to the orcs in ***Area 2****.)*

OVERBRAIN COLOSSUS *(This large neutral flesh construct's vital statistics are HD 11d10, HP 66, AC 20. Its primary attributes are physical It attacks with a massive +1 bronze sword for 5d6+1 points of damage, or two slams for 2d8 points damage. It is immune to mind influencing magic and regenerates 2 hp per round.)*

4. Island of the Growing Vats

This island has four caverns which pierce its side. Each cavern contains a gigantic cistern filled with biological matter which appears as a fleshy soup. Each cistern contains enough fleshy matter to grow one Overbrain Colossus, or generate a fresh overbrain to pollute the world by absorbing any living flesh that enters it and adding it to the flesh collective.

YUG FLESH PITS (4) *(These large chaotic evil aberrations vital statistics are HD 8d10, HP 40, AC 10. They attack with a slam for 2d6 points of acid damage. Their special abilities include engulf, intelligence drain, acid, and constriction. They are susceptible to damage from holy water.)*

The overbrain overlord can generate a new Overbrain in a week, or a new overbrain colossus in a month. For every 2 HD of PC flesh that is devoured by the living flesh an additional HD overbrain colossus or overbrain may be grown.

Hidden at the bottom of the 3rd pit are the partially dissolved remains of a dark elf wizard who ran afoul of the flesh pits while exploring the Darkness. His remaining gear include boots of spider climbing, a wand of acid arrow with 30 charges, bracers of armor +3, and a ring of wishes with one remaining wish.

5. Island of Black Rock

This island is comprised of crystalized rock which was formed by a fragment of the meteor which destroyed the Umeshti Empire. The dwarves were once in the process of mining this patch of stone before they unearthed Xamazog from the meteoric heart in which he had been trapped. The Edgizier had personally overseen the expedition and it was believed he was the only one to return. In truth thieves had pierced the area and uncovered a handful of the fine black jewels which were mined from the spot and managed to make it as far as Dirty Bowbe's Roadhouse before succumbing to the ravages of the Overbrain Overlord and his minions.

Mining the black rock requires mining equipment and could net 6,000 gp worth of black gems and 20 lbs. worth of Umeshti steel per month.

6. Island of Xamazog

The massive bloat of Xamazog occupies the cracked crater meteor core which tumbled through the Crater of Umeshti and came to a rest here, deep beneath the Fander Range. Xamazog has grown over time until its girth has begun to cover the bedrock.

XAMOXOG *(This chaotic evil extra planar aberration's vital stats are: HD 18d8, Hp 90/10, AC 18/14. Its tentacles attack as 5 HD creatures. The tentacles deal 1d4 points of damage and grapple on a successful hit requiring a strength check (CL 5) to break free from. The beast regenerates 2 hp per round, regrowing severed tentacles every 10 rounds. The creature is immune to mind influencing magic, and immune to damage from weapons of less than +2 magical enhancement. The beast takes 2d6 points of damage from lawfully aligned holy water.*

Psychic Assault: *Once every 1d4 rounds the Beast of Yug may attempt a psychic assault on its victims. All victims within a 20 ft. radius of the creature must make a wisdom Save (Challenge Level 10), or suffer 1d6 points of temporary Intelligence, Wisdom, and charisma damage. Creatures reduced to zero in these three attributes have their soul devoured by the beast, and become mindless automatons under the control of the beast (similar to the orcs in* ***Area 2*** *Illusory Spells: 1st—2nd—Blur, Detect Thoughts, Fog Cloud, Minor Image 3rd—Hold Person, Major Image, Scare, Suggestion. 4th—Charm Monster, Confusion, Cure Serious Wounds 5th—Hold Monster, Persistent Image, True Seeing. 6th—Cure Critical Wounds, Mislead)*

Xamazog uses the powers of psychic illusion to hide himself as a massive pile of raw Umeshti Ore for the manufacture of Umeshti steel (or some other valuable item which would best appeal to the greed of the PCs).

Xamazog waits until the PCs are directly on top of his location in order to attack the PCs.

Xamazog starts with a psychic attack, followed by illusions such as mislead and persistent image to befuddle and confuse PCs as to his physical whereabouts. Xamozog then attacks tentacles, attempting to infect characters with Overbrain Polyps. If injured he heals himself and continues his onslaught. It is left up to the Castle Keeper to best decide how to run this encounter based on the players in their group.

Xamozog communicates an aura of terror and madness to the PCs using psychic communication to explain how delicious their minds, memories, and personalities "taste". The creature thanks them for feeding his psyche, and furthering his cause of opening a portal for the god of madness to enter the world of mortals once again.

This should be a complex battle, using all of the wit and skill that the PCs can bring to bear in surviving!

TREASURE: The remaining pieces of the meteor core weigh 1000 lbs. and are worth 50,000 gp. The pieces are invaluable in the production of Umeshti steel. Also found here are the *Rod of Krannaugh, a +3 suit of dwarf sized full plate, a +3 battle axe, a +3 large steel shield, a set of boots of haste, 3 potions of cure light wounds, a staff of the magi, a wand of lightning bolt*,

RELIC: ROD OF KRANNAUGH

This enchanted rod was given to the first of the Fander clan by the dwarven god Krannaugh himself. The rod has degraded somewhat in power over time and was lost in the deep caverns of the Darkness ages ago.

The Rod has the following attributes which may be called upon up to 10 times per day.

Wall of Stone

Transmute Mud and Rock

Transmute Flesh and Stone

Shape Stone or Wood

Meld into Stone

Stone Tell

Move Earth

Earthquake

Passwall

Additionally the rod may be wielded as a +5 Heavy Mace, dealing 1d10+5 points of damage.

Aftermath

If Xamozog is slain he uses his last bit of psychic energy to transmute a portion of his essence into the polyp infesting the mind of Edgizier, where the creature intends to regrow itself to its former power over the coming decades.The other polyps, and yug fiends throughout the darkness who were generated by Xamozog curl up and die, with the exception of Algazum, the Beast of Yug who was summoned through the dark portal in **Area 6** of the **Castle Adrik Dungeon**.

Finale

The PCs have several options for wrapping up adventures in Fanderburg and the darkness. That said they should be encouraged to return the Rod of Krannaugh to the dwarves in Fanderburg, especially if they are seeking an alliance between the dwarves and the forces of Duke Mandras Karbosk. As with anything role play related, there are suggested options for how to proceed through the completion of the adventure.

IF PCS CHOOSE TO KEEP THE ROD OF KRANNAUGH

The "screw the dwarves" option is of course, on the table. This would disappoint Medgarum and Agata, and earn the unending enmity of Kokazier.

In this event, the dwarves send squad after squad of wizards, clerics, and warriors to retrieve the Rod from the PCs and de-facto declare war upon the PC party until the rod is returned. Assume that so long as the PCs are in the darkness, the PCs shall have no peaceful rest or slumber without relying on magic to hide from the dwarves who use scrying magic to locate the PCs and the Rod of Krannaugh. The dwarven princes themselves may be dispatched to retrieve the item.

PCS RETURN TO FANDERBURG VIA MAGIC OR CLIMBING FROM THE GREAT RIFT

In this event the PCs arrive at the gates to find Fanderburg in Chaos. The gate guards are divided in their loyalties between the co-regents, whose troops have all been ordered to the Fortress of the Sovereign. A CL 10 charisma check is required to talk their way through the gates should they wish to keep their possession of the Rod of Krannaugh a secret. The PCs could simply use the Rod of Krannaugh to enter, which in and of itself would put most dwarves in the city in awe of the PCs and afford them entry!

The PCs quickly discover that Fanderburg is in Chaos and that the civilians are terrified at the outcome. Word has leaked that the sovereign has accused his sons of conspiring against the throne. The sons have in turn accused the other of the conspiracy. Tensions are high and the princes are in the throne room with their perspective troops and the sovereign guard has the Fortress of the Sovereign under lockdown.

The PCs are quickly joined by Agata, who has returned via her own path. She offers the PCs whatever healing they may need and suggests they proceed with haste to the Throne Room of Edgizier before Krannaugh himself turns his back on the house of Fander.

As with entering the city via the gate, PCs may have to use their charisma and smooth words to afford entry into the throne room. This attempt requires a CL 10 charisma check and as expected a decent amount of role play on the part of the players. If the PCs succeed they are escorted to the **Throne Room of Edgizier**. Again, revealing the Rod of Krannaugh facilitates a more immediate escort to the throne room. Double so if the PCs claim Agata is their prisoner should her capture have been an option afforded them by Edgizier.

PCS RETURN VIA EDGIZIER'S WAY

If the PCs return via Edgizier's way, they find themselves in the center of the Throne Room of Edgizier, which is in the middle of an uproar. Edgizier has gone completely insane and has ordered his two sons face off against one another in a battle to the death to prove which of them is a traitor and which deserves to be his true heir.

In any event the troops of the princes are posted on opposite sides of the throne room with their perspective prince stationed at the fore of each host.

Medgarum beseeches the sovereign to change his mind, though he prepares himself for combat and stands defensively.

Kokazier calls for his brother to shut his mouth and get on with the battle. He incites his own house troops by declaring that Medgarum has proven himself a traitor to the crown by ignoring the sovereign's orders!

The Sovereign Edgizier practically froths at the mouth at the spectacle, encouraging both sons to bloodsport while standing excitedly before his throne, surrounded by a phalanx of his Sovereign Guardsmen. Hagrit Braidbeard stands at the stair at the foot of the throne looking on in sorrow.

At this point the PCs have several options.

PHYSICAL OR MAGICAL INTERRUPTION

They may attempt to stop the fight physically or through magic, which would bring about an attack from house troops of whichever side they attempt to interfere with, and an attack upon them by Hagrit Braidbeard and the Sovereign Guardsmen.

THE PCS BRING FORTH THE ROD OF KRANNAUGH

The PCs may brandish the Rod of Krannaugh, bringing about an immediate pause in the action.

In this instant the Sovereign laughs gleefully and asks to be handed the Rod. Most of the dwarves seem relieved at this, for when they see the Rod they can only imagine that the holy relic will heal the mind of their lord and bring about the healing of their hall. Unfortunately nothing could be farther from the truth. If given the Rod, Edgizier immediately attempts to use its power to turn both princes, Agata, and Hagrit Braidbeard to stone. He then orders his Sovereign Guard to slay the PCs.

Before handing over the Rod, offer the PCs a wisdom check (CL 15) to notice a tentacle from a Yug Fiend Polyp poking out from under the crown of the Sovereign.

Pointing out the Polyp to the Princes, and Hagrit, gives all dwarves within the hall pause to finally question the authority of their king. Agata casts sound burst on the king, blowing off his crown, revealing the huge Yug Fiend Brain Polyp which has devoured the mind of the Sovereign of Fanderburg!

At this point the sovereign attacks whoever bears the Rod of Krannaugh, attempting to wrest it from their control so that he can again turn the princes, Agata and the high priest to stone. At this stage however, the Sovereign Guardsmen falter, not knowing whose orders to follow, they withdraw to the sidelines.

THE PCS BRING AGATA AS PRISONER OR ALLY

True prisoner or false prisoner, if the PCs interrupt the standoff between Kokazier and Medgarum by bringing Agata the Oracle before the Sovereign, the battle of wills pauses momentarily.

PCs are given a moment to notice a tentacle creeping from the back of Edgizier's crown (again at a CL 14 wisdom check to notice).

If the PCs notice the alien tentacle they may attempt to point it out to others in the chamber. At which point, as stated above Agata uses her sound burst spell to blast the Sovereign's crown from his head, revealing the exposed brain mass and tentacles infesting the skull of the king.

If Agata is a true prisoner and unable to speak due to a gag, or having a silence spell placed upon her, the Sovereign orders her immediate execution as a traitor. He offers the PCs 10,000 gp to do the deed themselves. If they turn him down, he offers the deed to his sons. Medgarum reminds the Sovereign that the law of Krannaugh states every dwarf is entitled to trial by combat, which of course frees Agata to blow the crown off the Kings head with a *sound burst* spell and reveal the extent of his affliction.

THE PCS DO NOTHING

If the PCs choose to watch the fight, eventually initiative is engaged and the brothers battle round for round until one is near death. If Medgarum is winning the fight, he offers Kokazier mercy, which Kokazier refuses. Even as Kokazier refuses the mercy, Edgizier demands that Medgarum finish the deed, or face execution himself. For each round of battle, allow the PCs a roll to notice the tentacles of Xamozog peeking forth from beneath the crown of Edgizier. If the PCs are able to draw attention to the tentacles the fight may be brought to a halt, and Agata blasts the crown from the kings head revealing the horror below!

BATTLE!

Once it is revealed that the king has succumbed to Xamozog, the PCs are still in a tight space. The Sovereign Guards withdraw to the sidelines, leaving the PCs, Agata, and the Princes to do battle with the remainder of Xamozog's fiendish intellect. Hagrit Braidbeard for his part, realizes that he has followed the authority of a monster for years now, and stands stupidly for 1d4 rounds before taking any actions. Those actions he does take are defensive in nature, for he fears to defile the flesh of his aged king any further.

At this stage, the power of a true Beast of Yug has been bestowed upon Edgizier, allowing him access to the Psychic Assault attack of a Beast of Yug. The first blast of this attack stuns or terrifies the remainder of the dwarves in the hall, forcing them to withdraw in an unholy terror which quickly spreads throughout the city.

Obviously if Edgizier/Xamozog has the Rod of Krannaugh he uses it to the extent of his powers, blasting the minds of all within a 20 ft. radius of him with his Psychic Assault, and using the Rod to turn foes to stone and mire enemies in mud, and trapping enemies behind walls of rock so he can concentrate attacks on smaller numbers of enemies at a time, attacking them with axe, rod, and additional Psychic Assaults.

Of course Xamozog can be defeated and Edgizier saved, should the PCs have access to a wish, and choose to use its powers to save the ancient king.

THE END?

Each of the survivors of the final battle with Edgizier/Xamozog have their own desires as the adventure comes to a close. As this is a role playing adventure, the characters actions should have a significant effect on the outcome.

KOKAZIER

If Kokazier survives the final battle, he is outraged at the atrocity which befell his father, but also sees a distinct opportunity to make a play for the throne. Kokazier makes the case that Medgarum is a traitor for going behind their fathers back in his dealings with the Oracle, even though their father was possessed by an unholy foe. The law is the law after all, and this sentiment is backed by Hagrit Braidbeard, should he have survived the final encounter, as well as the support of the majority of nobles who see him as a ruler who would be easier to manipulate than his younger, smarter brother.

Despite this, Kokazier recognizes the efforts of the PCs in returning the Rod and exposing the horror which befell their father. He offers the PCs a host of treasures from their treasury but refuses to commit any dwarves to the Duke of Karbosk's cause pointing out that much is to be done in order to use the Rod to heal the fault and save the Kingdom, and that with the removal of the great threat below, there are new veins of meteor ore to recover from the Darkness. Fanderburg remains closed to outsiders with the exception of a return of trade in expensive goods produced in the forges of Mount Fander.

TREASURE: +2 umeshti steel axe, a +2 full plate suit of umeshti steel, a +2 dwarven thrower, a chime of opening, a +2 cloak of charisma, a pair of gauntlets of ogre power, a harp of charming, a pale green ioun stone, and a type I Bag of Holding with 30,000 gp and 10,000 gp worth of gems and jewels.

MEDGARUM

If Medgarum is alive, he too would make a play for the throne, and opposes any efforts of his brother to mitigate his standing. He argues that the oracle was right afterall, that indeed heroes had come and rid the kingdom of a great horror. Medgarum has the support of Agata if she lives, and has the unwavering support of the gate keepers and common clans of the dwarven populace.

Medgarum's bid for the throne could ultimately result in a civil war, and knowing this Medgarum is likely to leave Fanderburg altogether with a sizeable chunk of the population in tow. In this event Medgarum is likely to join forces with Duke Mandras and seek to establish a new kingdom in a nearby mountain range, such as the Yakkov Hills or Pieter's Reach Mountains. If she lives, Agata follows with Medgarum, and becomes his wife as well as high priest of Krannaugh in his new land. If the PCs back Medgarum, he offers them a place of honor in his new kingdom, which quickly grows to adopt the various clans of dwarves who were once outcast from Fanderburg in the time of Edgizier's madness.

If Medgarum lives and Kokazier is slain, he is soon crowned the Sovereign of Fanderburg and takes Agata as his wife, establishing a new order. He gladly assists the PCs, awarding them treasures of the dwarves in exchange for the Rod of Krannaugh and offers troops for the great struggle of Duke Mandras against the forces of Yorgach.

TREASURE: A +3 battle axe of cold, a ring of protection +2, Belt of Giant strength +3, a ring of invisibility, a wand of cone of cold with 50 charges, a +2 ring of protection with Medgarum's seal upon it, a wand of cure serious wounds with 50 charges, a +2 large Umeshti steel shield that cannot rust, a pearl of power, a small bag of holding with 30,000 gp and 10,000 gp in gems, jewels, and jewelry.

AGATA

If Agata survives she remains popular with the common clans among the population, who see her as a true spiritual leader which causes a schism amongst the followers of Krannaugh, for those who see her as a chosen high priestess, and those who continue to support the traditions espoused by Hagrit Braidbeard, should he still live.

If Kokazier lives and Medgarum is slain, Agata is likely banished from the kingdom but soon becomes a unifying force for those dwarves who were also banished by the Fander Sovereigns, and sets out to establish a new colony separate from the dwarves of the Fander Mountains. Agata may ask the PCs to assist her or offer to join them for a short period of time as they make their way back to civilized lands.

IF BOTH BROTHERS ARE SLAIN

A grand funeral for the end of the house of Fander is held, and a new ruler is elected from the nobility. The CK may choose from the houses listed in the module and decide how the dwarves react to the PCs accordingly. PCs are given a treasury of 3000 gp each for their troubles and are escorted from the city which shuts its gates for 50 years.

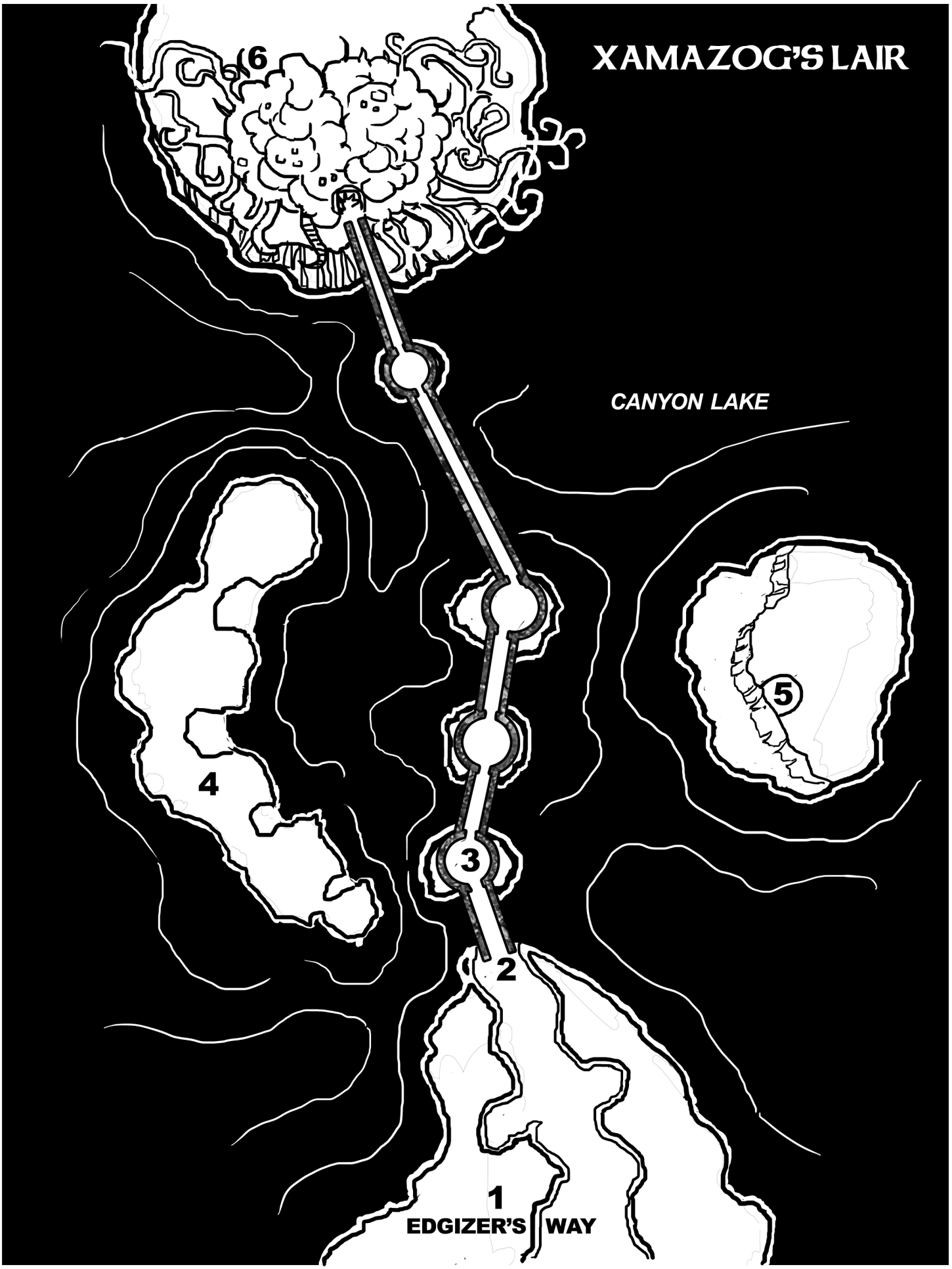
THE KING SURVIVES!

If somehow the PCs happen to have access to a Wish spell and manage to remove the polyp from the head of Edgizier, he is cured, though the weight of his age comes upon him full force. He declares the PCs heroes who have saved his kingdom, and appoints Medgarum as Reagent of Fanderburg henceforth. As the appointment is directly from the sovereign's lips, Kokazier accepts his brother's rule fully and is no longer a threat to the throne and serves Medgarum dutifully for the rest of his days. Edgizier opens the city to allies, and offers the aid of his forces to Duke Mandras, re-establishing trade between Fanderburg and the other cities of the West. The old king lives on for 1d4 years, contemplating the heroes who saved him from the living hell of Xamozog.

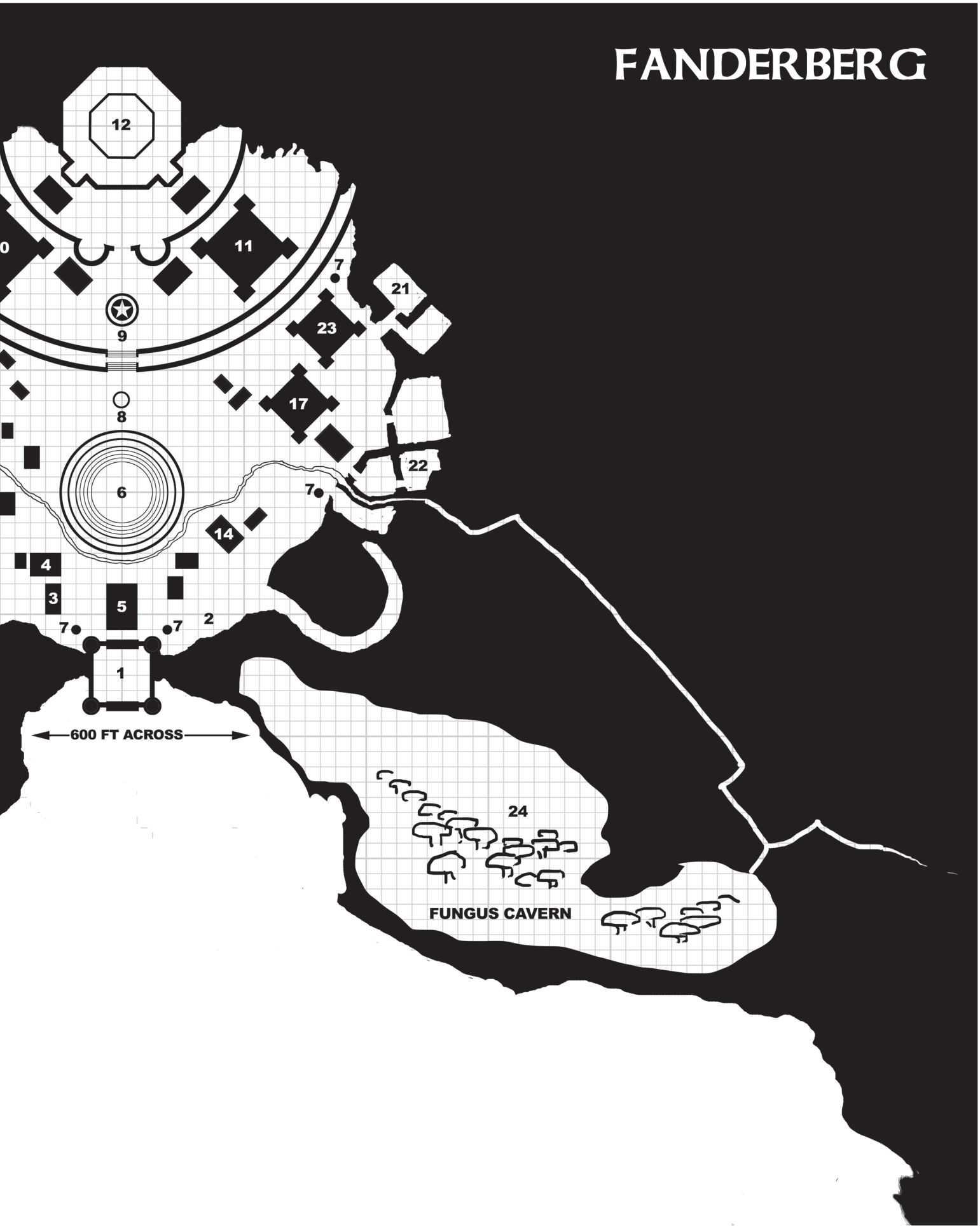
TREASURE: *+3 manual of bodily health, a +3 flaming two handed sword, a +3 heavy crossbow, a +3 ring of protection with the sigil of Edgizier upon it, a bag of holding containing 60,000 gp, a +2 umeshti steel battle axe (+3 damage, immune to rust), a ring of freedom of movement, a staff of healing with 50 charges, an amulet of mighty fists +3, +2 gloves of dexterity, a stone of controlling earth elementals* and 20,000 gp in various jewels and gemstones.

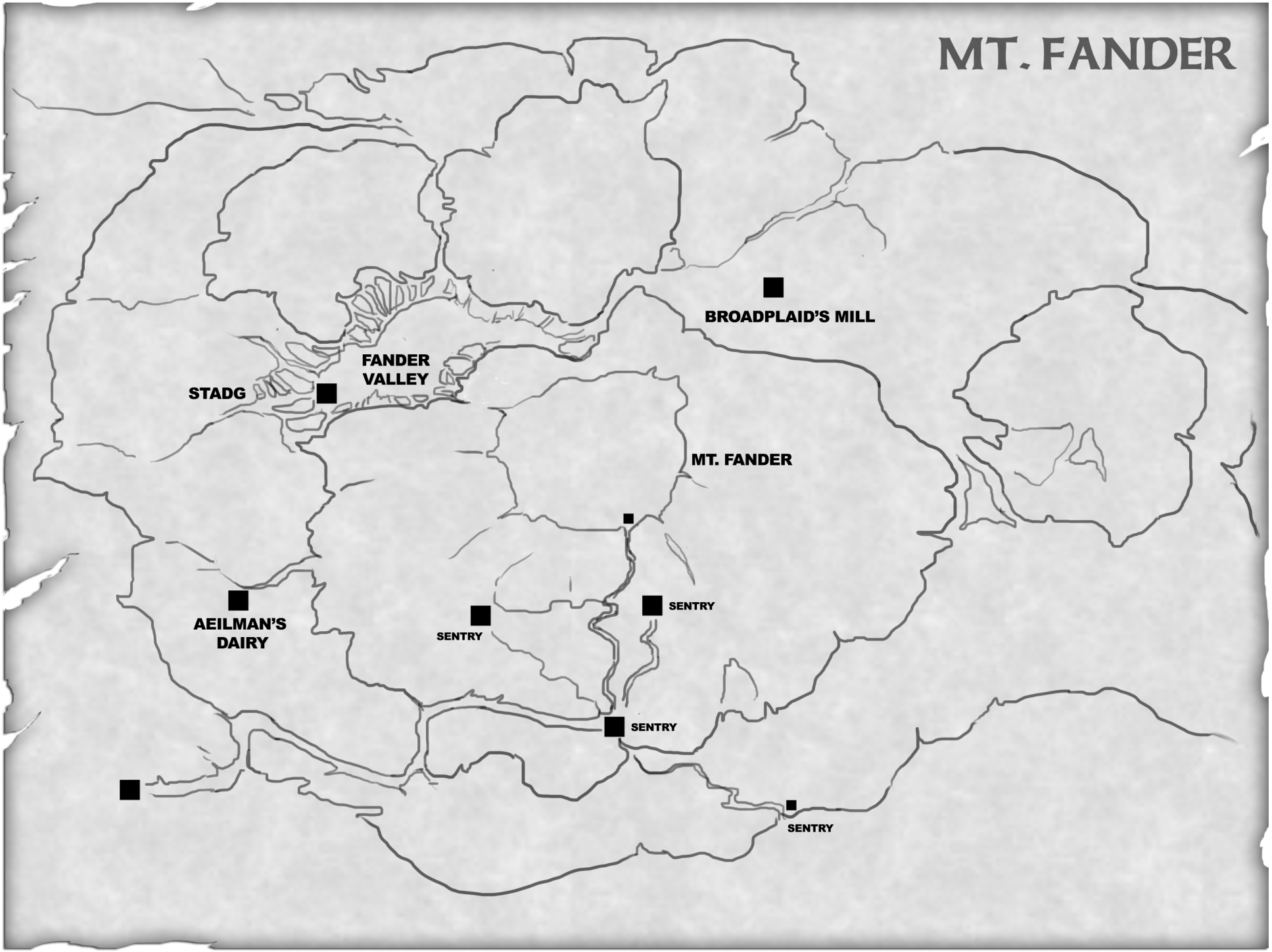
The PCs are richly rewarded for their efforts and may use Fanderburg as a base for exploration of the Darkness.

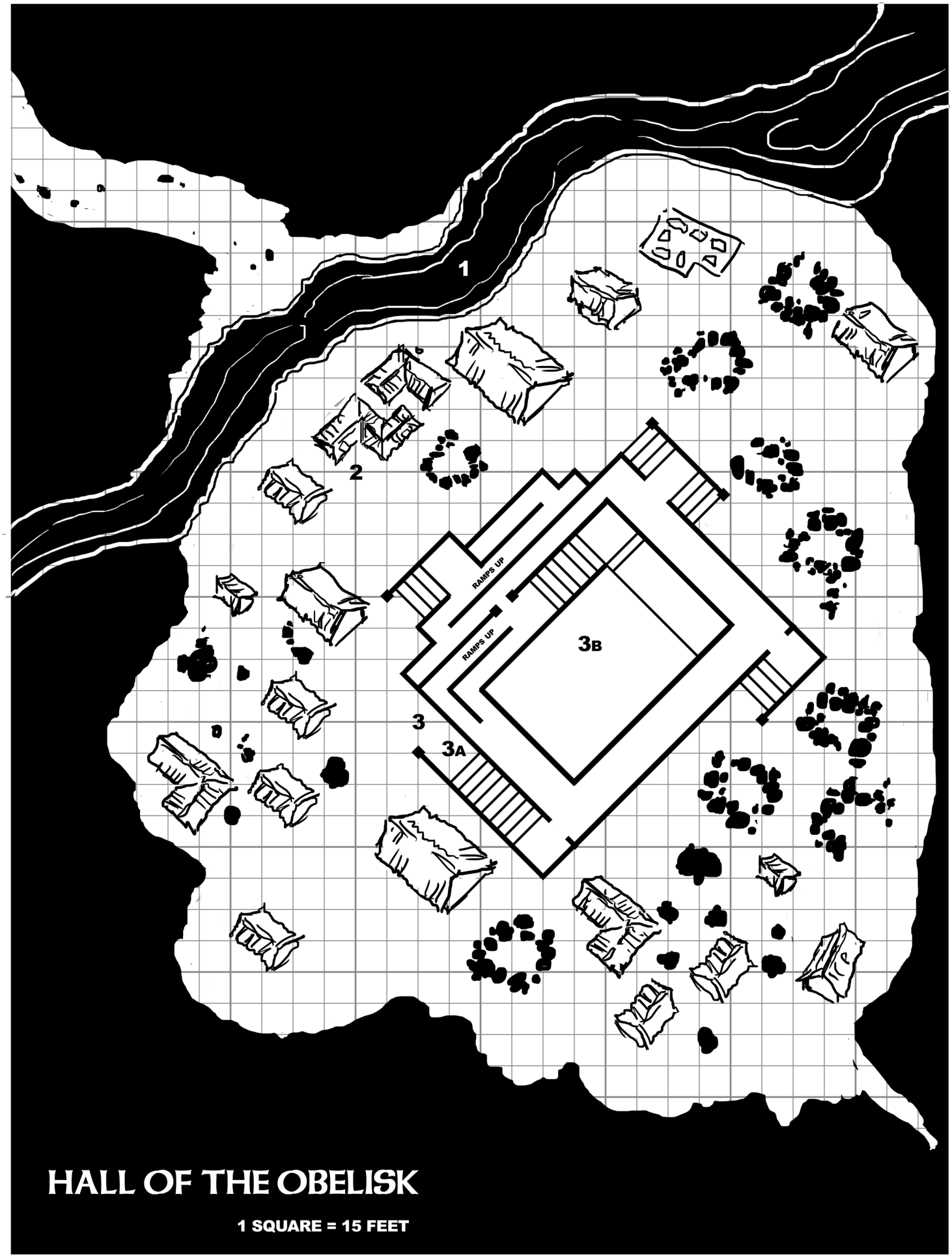
Thus ends the adventures of **DB 9: Fanderburg!**


XAMAZOG'S LAIR
6
CANYON LAKE
5
4
3
2
1
EDGIZER'S WAY


TO UPPER GALLERY
OR OTHER
NEIGHBORHOOD
DWARVEN
NEIGHBORHOOD
ABANDONED NEIGHBORHOOD
PARTIAL CAVE-IN
FAULT
GREAT
FAULT
19
7
15
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13
20
16
KITCHEN
HEARTH
AVERAGE DWARVEN DWELLING
MINES
25
MINES

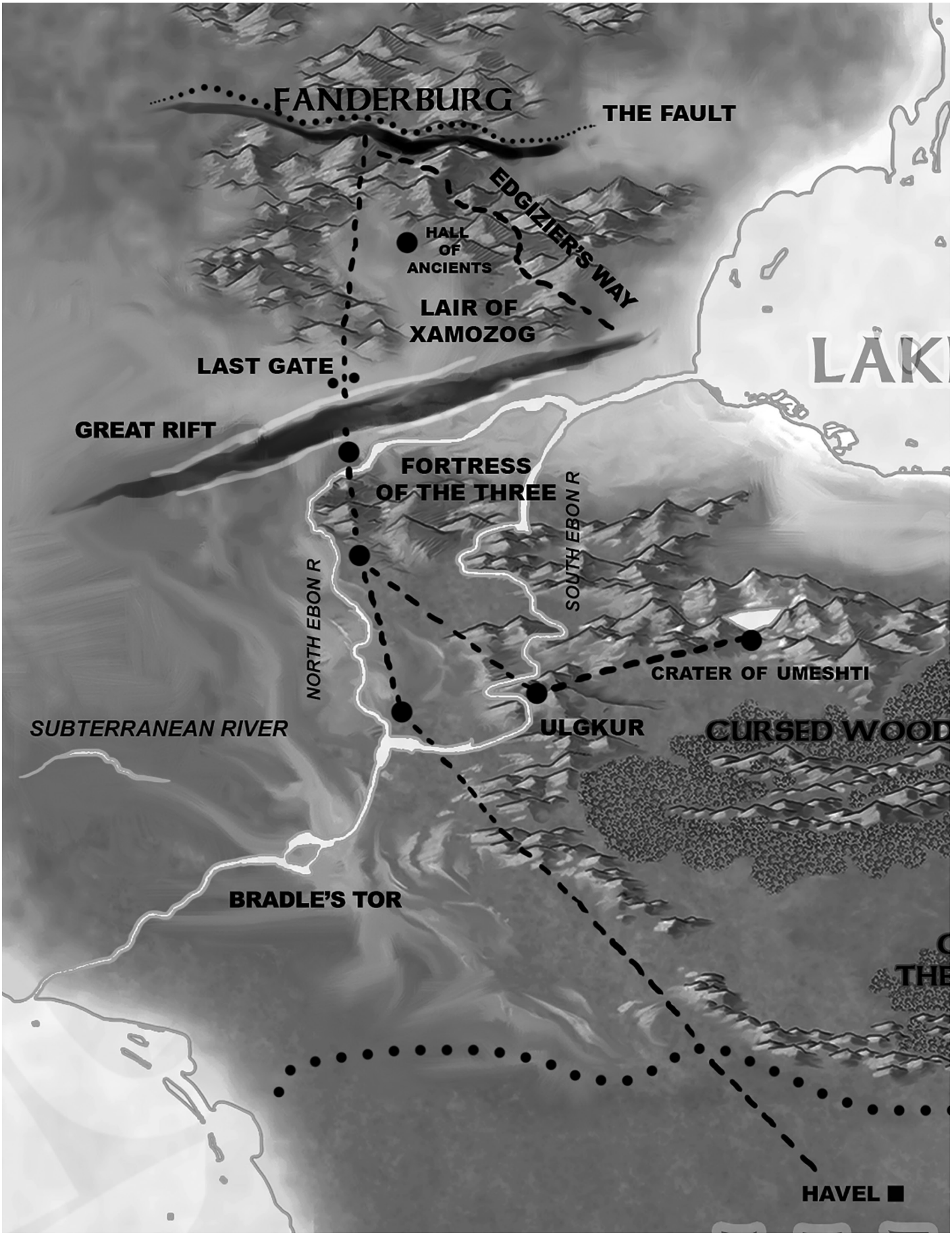

FANDERBERG
12
11
9
8
6
4
3
5
1
7
2
14
17
23
21
22
24
600 FT ACROSS
FUNGUS CAVERN


MT. FANDER
BROADPLAID'S MILL
FANDER VALLEY
STADG
MT. FANDER
AEILMAN'S DAIRY
SENTRY
SENTRY
SENTRY
SENTRY



HALL OF THE OBELISK

1 SQUARE = 15 FEET


FANDERBURG
THE FAULT
EDGIZIER'S WAY
HALL OF ANCIENTS
LAIR OF XAMOZOG
LAST GATE
GREAT RIFT
FORTRESS OF THE THREE
NORTH EBON R
SOUTH EBON R
CRATER OF UMESHTI
SUBTERRANEAN RIVER
ULGKUR
CURSED WOOD
BRADLE'S TOR
HAVEL

MONSTERS OF THE HAUNTED HIGHLANDS

Here are found creatures that dwell within the Haunted Highlands, the Darkness below its surface and the hells and nether wastes beyond its mortal borders. Several of these creatures are enjoying their first time in print in any format, others are familiar beasts from a bygone age, updated and re-envisioned in the Castles & Crusades style!

C. Christofferson 2013

BARROW WIGHT



NO. ENCOUNTERED: 1, 2-5, 6-11
SIZE: Medium
HD: 6 (d12)
MOVE: 30 ft.
AC: 16
ATTACKS: Slam (1d6)
SPECIAL: Create Spawn, Energy Drain, Insanity Gaze
SAVES: M
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 360+6

This creature is a decaying humanoid with gray, dirt-encrusted skin drawn tight over its frame. Its wild, wide eyes glow crimson. The creature's funerary clothes appear of fine make originally, but rotting and tattered now.

Barrow wights are an undead offshoot of normal wights, but they are always found in or near barrows, usually guarding the treasure contained therein. They hate living creatures and attempt to destroy anyone who invades their resting place.

A barrow wight is a twisted, insane creature standing about 6 feet tall.

COMBAT: A barrow wight attempts to use its gaze attack on the closest creature to it when it is first encountered. Creatures not affected by its gaze are pummeled with its fists.

CREATE SPAWN: A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

ENERGY DRAIN: Living creatures hit by a barrow wight's slam attack lose one level of experience or hit die. For each such level drained, the barrow wight gains 5 temporary hit points. This loss is permanent unless reversed with a cleric's restoration spell or a wish.

INSANITY GAZE: Anyone within 30 feet that meets a barrow wight's gaze is affected as if by an insanity spell. A successful wisdom save negates the effects.

BEAST OF YUG, OVERBRAIN

NO. ENCOUNTERED: 1 or 1-4
SIZE: Large
HD: 6d8-12d8 or 18d8-24d8 (Overlord)
MOVE: 5 ft.
AC: 18/14
ATTACKS: 5 tentacles (1d4+grapple), polyp injection, psychic assault
SPECIAL: +2 or better weapon to hit, regenerate 2 hp/round, grapple, immune to mind-influencing magic, holy water susceptible.
SAVES: M&P
INT: Genius
TYPE: Extraplanar Aberration, Demon
ALIGNMENT: Chaotic Evil
TREASURE: 9
XP: 1600+12

These amorphous blob-like creatures, with horrid alien brains suspended in the midst of their gelatinous bodies and a halo of quivering tentacles, serve as the unholy heralds of the mad god Soagoth. These wickedly powerful beings are highly intelligent and thoroughly insane. They fill the minds of their victims with horrid thoughts of death and dismemberment, turning them into murderous slaves of the Mad God. Beasts of Yug come in various sizes and powers of intellect; though all are geniuses, some are more so than others. All are part of a mad collective with the lesser beasts serving an Overlord of immense size and psychic power.

COMBAT: The Beasts of Yug attack with a psychic assault that drains intelligent victims of intelligence, wisdom, and charisma as their minds are ruptured with horrors. They continue these attacks until their victims are subdued. Those strong enough to withstand these repeated mental assaults face as many as five tentacles.

TENTACLES: The tentacles attack as five HD creatures with an AC of 14 and 10 HP per tentacle. The tentacles deal 1d4 points of damage. The tentacles grapple and hold targets on a successful strike dealing an automatic 1d4 points of damage until the victim breaks free with a successful strength check (Challenge Level 5).

PSYCHIC ASSAULT: Once every 1d4 rounds, the Beast of Yug may attempt a psychic assault on its victims. All victims within a 20 ft. radius of the creature must make a wisdom Save (Challenge Level 10), or suffer 1d6 points of temporary Intelligence, Wisdom, and charisma damage. Creatures reduced to zero in these three attributes have their soul devoured by the beast.

SPELL LIKE ABILITIES: Detect Thoughts, Telepathic Bond, Telekinesis, Clairaudience/Clairvoyance. These abilities may be attempted at will, once per round.

POLYP INJECTION: Against helpless creatures, such as a grappled creature or a creature whose wisdom has been reduced to zero by the overbrain, a polyp may be injected via one of the creatures' tentacles. The polyp is injected into the brain of the subject (providing the subject has a brain) dealing one point of intelligence damage per day unless a successful constitution



save is made. Each subsequent day the character must make a saving throw against the invasive brain polyp, but at a -1 penalty per day of infection. The polyp may be removed via a successful cure disease spell, paladin's ability, or greater restoration spell. Once the polyp has consumed the entirety of the creature's brain, the creature becomes a creature of yug. It may act as itself using the memories it once had in life, but is under the total control of the overbrain.

REGENERATION: The beast regenerates 2 hp per round, regrowing severed tentacles every 10 rounds.

HOLY WATER: Overbrains of Yug take 1d6 points of damage from holy water blessed by goodly clerics. Damage suffered from holy water does not regenerate and must heal normally or via healing magic.

OVERBRAIN OVERLORD: The overbrain overlord is a massive gelatinous brain-like beast that possesses all of the powers of an overbrain, though may be as large as 30 ft. in diameter. In addition to the listed abilities they have additional psychic powers that mimic the spell casting abilities of a 12th level illusionist.

YUG FIEND

NO. ENCOUNTERED: 1 (2-20)
SIZE: Any
HD: Base creature plus 2 (D8)
MOVE: Base Creature
AC: Base Creature +2
ATTACKS: Base Creature, and 2 tentacles (1d4).
SPECIAL: Regenerate 2 hp/round, immune to mind-influencing magic, susceptible to holy water. Tentacles
SAVES: M
INT: High
TYPE: Extraplanar Aberration, Demon
TREASURE: Base Creature
ALIGNMENT: Chaotic Evil
XP: Base Creature +2 HD

Yug fiends are the unfortunate hosts of a Yug polyp that has embedded itself in the brain of the victim, conferring its thoughts and emotions of the overbrain that originated the polyps.

Yug fiends are fully aware of their original personalities, but have no ability to control themselves, and are forced to do whatever the overbrain of yug who created them commands. Removing the polyp at this stage of infestation results in the death of the host, unless it is removed through powerful magic such as a wish spell.

COMBAT: Yug fiends use all natural, physical, and magical attacks they possessed in life save one: Clerics possessed by a yug polyp now gain spells from Soagoth instead of their original deity as a result of the infestation and subsequent domination by the forces of chaos and evil. Yug fiends gain a pair of tentacle attacks.

REGENERATION: The beasts regenerate 2 hp per round, regrowing severed tentacles every 10 rounds.

HOLY WATER: Fiends of Yug take 1d6 points of damage from holy water blessed by goodly clerics. Damage suffered from holy water does not regenerate and must heal normally or via healing magic.

IMMUNE TO MIND-INFLUENCING MAGIC: Yug Fiends are immune to mind influencing magic such as charm person, and domination.

YUG FLESH PIT

NO. ENCOUNTERED: 1-10
SIZE: Large
HD: 8d10
MOVE: 5 ft.
AC: 10
ATTACKS: Acid 2d6
SPECIAL: Acid, Constrict, Engulf, intelligence Drain, Holy Water Vulnerable
SAVES: P/M
INT: Average
TYPE: Aberration, Extraplanar
TREASURE: None
ALIGNMENT: Chaotic Evil
XP: 750+8 HD

The yug overbrain seeks to create lesser overbrains with which to take over the various planes of existence in the name of their mad god. To do so, they construct great cisterns in the dark places of the world and fill them with the reconstituted flesh of those beings that no longer serve their purposes.

A yug flesh pit appears as a cistern filled with a soupy slurry of semi-solid meat and skin. The flesh pit is aware and attempts to absorb any sentient beings that come in contact with them.

COMBAT: They attack with an acidic slam.

ENGULF: On a successful hit, the Yug flesh pit attempts to engulf an enemy, dealing 3d6 points of damage per round until the character is completely dissolved and becomes one with the Flesh Pit. Characters may extricate themselves with a successful strength check (CL 8).

INTELLIGENCE DRAIN: Yug flesh pits devour the memories of their prey, dealing 1d4 points of temporary intelligence damage per hit unless a successful constitution save (Cl 10) is made.

HOLY WATER: The yug flesh pit is vulnerable to holy water, and takes 1d6 points of damage from a vial of water placed on it.

OVERBRAIN COLOSSUS

NO. ENCOUNTERED: 1
SIZE: Large 15 ft. tall
HD: 11d10
MOVE: 40 ft.
AC: 20
ATTACKS: 2 slams for 2d8 each or weapon 5d6
SPECIAL: Regenerate 2/round, +1 or better weapon to hit. Immune to mind effecting spells.
SAVES: P
INT: Non
TYPE: Flesh Construct
TREASURE: None
ALIGNMENT: Neutral
XP: 1125+11

The overbrain colossus is a massive construct of flesh, grown by the overbrain in flesh tanks for the purpose of carrying the



overbrain around, in the event that physical exertion proves necessary, such as commanding forces on a battlefield. Unlike a true construct, they are not immune to spells, save mind effecting ones, as they have no mind of their own.

The colossus appears as a naked humanoid creature, sometimes clothed in armor and bearing a massive sword or other handheld weapon. The top of the creature's head is hollow, allowing room for the overbrain to rest comfortably within the skullcap, operating the creature by means of a tentacle attached to the colossus's spinal cavity.

COMBAT: The overbrain commands the creature to attack with fists or weapon while the beast of yug attacks with psychic assault or other spell-like abilities.

BHUTA

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 7 (d12)
MOVE: 30 ft.
AC: 15
ATTACKS: 2 Claws (1d8)
SPECIAL: Death Grip, Darkvision 50ft., Find Target, Grapple, Turn Resistance
SAVES: P
INT: Average
ALIGNMENT: Any Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 415+7

This creature appears as a freshly-undead humanoid whose body still shows signs of trauma. Its flesh is pulled tight over its frame, as if the body was somehow drained. Its eyes are now hollow sockets of darkness.

When a person is murdered, the spirit sometimes clings to the world, refusing to accept its mortal death. This spirit possesses its original body and seeks out those responsible for its murder. It will never rest until those responsible are sought out and slain. Since the transformation into unlife is almost instant (occurring within 1-2 turns after death), the bhuta appears as it did in life. Close inspection (a successful wisdom check) reveals slight decay, and the body still shows signs of any trauma suffered prior to death (wounds, disease, burns, or the like), but outwardly, the bhuta for the most part appears as a normal creature of its race. In its undead state, the bhuta sustains itself on a diet of flesh, preferring that of humans and elves.

FIND TARGET: So long as the bhuta and its killer are on the same plane of existence, it can find its target unerringly as though guided by a locate creature spell.

GRAPPLE: To use this ability, a bhuta must hit with both claw attacks. If both claw attacks hit the same target in the same combat round, the bhuta is then considered grappled with its target and may use its Death Grip ability.

DEATH GRIP: A bhuta deals 1d8 points of damage each round it is grappled with an opponent. Because it seizes its victim by the throat, a creature in its grasp cannot speak or cast spells with verbal components.

BLOOD WIGHT



NO. ENCOUNTERED: 1-2
SIZE: Large
HD: 10d12
MOVE: 30 ft.
AC: 20
ATTACKS: 2 Claws (1d8 each)
SPECIAL: Wound, Engulf, Turn Resistance +2, Darkvision 60 ft. Damage Reduction 3, Regeneration 3, Undead.
SAVES: P, M
INT: Average (13)
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: 8
XP: 1500+10

Blood wights are the bloated, risen corpses of those tortured souls who have bled to death on unholy ground. Returned from beyond, they have a lust for murder that is never sated. Regardless of their size in life, blood wights return as ogre sized beasts with tattered flesh that drips with the spoiled blood of its victims.

COMBAT: Blood Wights attack with two claw attacks that cause horrible bleeding wounds to their victims. They are vicious in their assaults, slashing with claws any living being within their grasp. Blood Wights seek to engulf and drown smaller beings, vomiting the dead for later consumption.

BLEED: Victims struck with the claw attack of a blood wight continue to bleed until healed by magical means or have their wounds expertly bound at the end of battle, or douse their wound with holy water. Each successful claw attack deals an additional 1 point of cumulative bleeding damage, so that a victim struck four times in a combat by the blood wight suffer 4 points of bleeding damage per round.

ENGULF: Victims struck with both claw attacks must make a strength save (CL 10) or be engulfed by the blood wight where they begin to drown, dying in 1d6 rounds +1 round per point of constitution bonus. The blood wight may engulf one medium or two small sized beings. Creatures may attempt a strength check each round to escape the blood wight's body. Victims suffer a -1 to their attempt per round they spend within the belly of the beast.

REGENERATE: Blood Wights who deal damage to foes begin to regenerate 3 hit points per round.

DAMAGE REDUCTION: Due to the fibrous bloated nature of the blood wights' polluted form, they have damage reduction of 3 against all forms of attack.

TURN RESISTANCE: So powerful is the rage of the blood wight against the living, it turns as a 13 HD Unique Undead.

BOGEYMAN



NO. ENCOUNTERED: 1
SIZE: Medium
HD: 8 (d12)
MOVE: 30 ft.
AC: 16
ATTACKS: Slam (1d6)
SPECIAL: Bump in the Night, Frighten, Darkvision 60 ft., Shadow Shift, Incorporeal
SAVES: M
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 6
XP: 650+8

This creature resembles a man-sized, translucent humanoid with fearsome and exaggerated features. Glaring oval eyes, a huge, oversized mouth full of shark-like teeth, skin pulled tightly over a larger than normal skull are but a few of the representations bogeymen take on. The creature's terrifying face shows two emotions; hatred or cold ambivalence.

Bogeymen are the stuff of legends: creatures created in the minds of parents who relayed stories about incorporeal ghosts coming to carry their children off if they didn't go to bed when they were supposed to, didn't do their chores when asked, and so on. The spectral bogeyman's ties to the land of the living are a result of these stories. Often, these stories are based on the exploits of criminals, murderers, and madmen that live or have lived in the local area. By the very nature of their creation, bogeymen are evil. They are creatures born of fear and lies, delighting in the torment

their fear harbors. Although evil and malicious, bogeymen are rarely killers. If a bogeyman reduces a living creature to a comatose state (by draining its wisdom) it leaves it where it falls. Bogeymen feed off the fear and madness induced in living creatures rather than their blood, life force, or flesh. A bogeyman stands about 6 feet tall and appears as an incorporeal humanoid with a hideous countenance that strikes a chord deep in a being's soul.

COMBAT: A bogeyman rarely confronts a party of adventurers, preferring to attack a lone individual when it is most vulnerable. Bogeymen always attack at night; none have ever been encountered during daylight hours. A bogeyman that fancies a creature may stalk that being for days, torturing it with its bump in the night ability before finally driving the victim completely mad.

BUMP IN THE NIGHT: A bogeyman can create a phantasmal image in the mind of a single creature within 200 feet. Such images cause the victim to see and hear things that are not actually there or to see and hear things differently than they actually are. Things such as following footsteps, bumps and thumps from an unknown source, a gnarled tree with out-stretched limbs scratching on a window or reaching for someone, the idea that someone or something is lurking around the corner, in the closet, or under the bed, and so on. A creature affected by the images takes 1d4 points of wisdom drain if it fails a wisdom save. The bogeyman can use this ability once every 1d4 rounds. A creature that drops to wisdom 0 is affected as if by an insanity spell until at least 1 point of wisdom is restored.

FRIGHTEN: A living creature within 60 feet that views a bogeyman must succeed on a charisma save or stand frozen in fear for 1d6+2 rounds. Such a creature is not helpless, but cannot take any action. A creature that successfully saves cannot be affected again by the same bogeyman's frighten ability for one day.

SHADOW SHIFT: A bogeyman has the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A bogeyman can shift up to a total of 80 feet each day in this way; this may be a single jump of 80 feet or multiple jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

BRINE ZOMBIE

NO. ENCOUNTERED: 2-5, 6-11
SIZE: Medium
HD: 4 (d12)
MOVE: 30 ft.
AC: 13
ATTACKS: Slam (1d6) or weapon (by weapon type)
SPECIAL: Darkvision 60 ft., Fire Resistance (half), Slow
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: 2
XP: 60+4

This creature appears as a rotting humanoid dressed in tattered and ragged clothing. Its bloated body glistens from the slimy mixture of water and seaweed that hangs from its form. The creature's rotting flesh is blue-green in color. No semblance of life burns in its eyes.

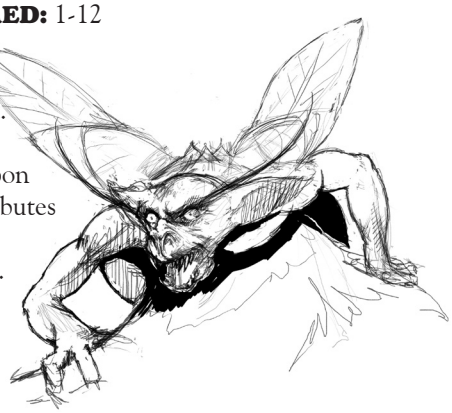
Brine zombies are the remnants of a ship's crew that has perished at sea. They are mindless creatures, not very pleasant to look at, and relentless in their attacks on the living. The spark of evil that brought them back from the ocean depths drives them to seek the living so they may join them in their watery graves. Brine zombies appear much as they did in life.

COMBAT: Brine zombies attack an opponent with their cutlasses or fists in melee. If a brine zombie successfully grapples an opponent, it dives overboard and attempts to drown the victim by pinning him/her underwater.

SLOW: A brine zombie never gains initiative and always acts last in any given round.

BROWNIE, FALLEN

NO. ENCOUNTERED: 1-12
SIZE: Small
HD: 4d8
MOVE: 30ft. Fly 60 ft.
AC: 20
ATTACKS: by weapon
SPECIAL: Fey Attributes (Darkvision 60 ft. Twilight vision 120 ft. ron Vulnerability), Spell-Like Abilities.
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: 9
XP: 80+4



Fallen Brownies are wicked beings from the Raithe Cuirtha of Jokashka. These beings are the mirror opposite of common brownie stock, twisted to cruelty and evil. Fallen brownies stand two to three feet tall. They have large eyes of pitch black, long pointy noses, and large pointed ears. Their wild un-kempt hair is kept tucked under a pointed leather cap and their feet are encased in curled toe shoes. Fly-like wings sprout from their backs giving the brownies the ability to fly.

COMBAT: Fallen Brownies possess the abilities of a 4th level rogue. Avoiding toe-to-toe combat, fallen brownies prefer to sneak up on their opponents and stab them in the back with their daggers for 1d4 points of damage plus any bonuses for back attack or sneak attack.

FEY ATTRIBUTES: Iron Vulnerability (1d6 additional damage from pure iron), Darkvision 60 ft. Twilight Vision 120 ft. Spell Resistance 8 vs. enchantment and charm spells.

ROGUE: They possess the abilities of a 4th level rogue.

SPELL-LIKE ABILITIES: At will—mend, light, darkness. 3/day—Invisibility, Scare, Change Self, Alter Size.

BRYKOLAKAS

NO. ENCOUNTERED: 1, 2-5, 1-2 Brykolakas + 6 aquatic ghouls
SIZE: Medium
HD: 8 (d12)
MOVE: 30 ft. swim 40 ft.
AC: 18
ATTACKS: 2 Claws (1d8 + Watery Doom)
SPECIAL: Create Spawn, Death Throes, Watery Doom, Darkvision 60 ft., Alternate Form, SR 17
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 675+8

This creature appears as a rotting humanoid with bluish-gray skin and blackish, unkempt hair. Its eyes are sunken and gray and its hands end in razor-sharp talons with blackened nails.

Brykolakases are undead creatures that inhabit sunken cities or underwater caves. Their true origin is unknown, although it is thought a recipe in the Black Libram of Nartarus and the bodies of aquatic ghouls are involved. Brykolakases spend much of their time swimming the waves and terrorizing seafarers, boarding ships at night and carrying away unsuspecting passengers and crewmembers. Some of these creatures stay near coastal towns or villages and occasionally raid such settlements at night, whisking away livestock, children, and the like. Events such as this are rare, but do happen from time to time. Large tragedies at sea are often attributed to these horrid creatures.

A typical brykolakas stands from 6 to 7 feet tall and weighs up to 200 pounds.

COMBAT: A brykolakas likes to attack its foes when they don't suspect it. A single brykolakas has been known to follow a slow-moving ship of living creatures for miles waiting for the right moment to strike. It enters melee slashing and tearing at its foes using its diseased claws. If fighting a land-based creature (such as a humanoid swimming in the water), the brykolakas likes to grapple the foe and quickly dive under the waves, victim in tow, in an attempt to drown its opponent. If encountered with a retinue of aquatic ghouls, a brykolakas hangs back while its minions soften up the opponents. The brykolakas then moves in and finishes them off with its claws.

A brykolakas is not a foolish creature. If faced with overpowering odds, it flees at the first opportunity, though sometimes the creature feigns such a retreat to lure its victims in where it springs to the attack again.

CREATE SPAWN: A humanoid or monstrous humanoid killed by a brykolakas rises as an aquatic ghoul in 1d4 days under the control of the brykolakas that created it.

DEATH THROES: When reduced to 0 or fewer hit points, a brykolakas is destroyed and its body changes into a pool of



deadly poison that quickly (1 round) fills a 10-foot cube (if it's in the water when destroyed). Creatures within the area must succeed on a constitution save or lose 2d4 points of dexterity. The poison disperses in the next round. If a brykolakas is slain on land, its body collapses into a puddle of briny liquid that quickly covers a 10-foot-square area. The puddle lasts for 1d2 rounds before dispersing. Creatures touching the puddle take the same dexterity loss described above.

WATERY DOOM: A brykolakas's claw attack delivers a virulent disease that breaks down the victim's internal organs (causing internal bleeding and a darkening of the skin). This supernatural disease is called brykolakas fever. Damage from the fever is 1d4 points of constitution and 1d4 points of dexterity, if a constitution save is failed.

ALTERNATE FORM: A brykolakas can assume the shape of a dolphin or manta ray as a standard action. This ability is similar to a polymorph self spell, except that the brykolakas does not regain hit points for changing form and must choose from among the forms mentioned here. While in an alternate form, the brykolakas loses its natural claw attack, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in an alternate form until it assumes another or until the next sunrise.

WATER DEPENDENCY: A brykolakas can survive out of the water for 6 hours. After that, its body begins drying out and within 1 hour, the brykolakas crumbles into dust unless it can reach saltwater before the hour passes.



CAVERN RAPTOR

	HATCHLING	YOUNG	ADULT
NO. ENCOUNTERED:	1d4	1d6	1d6
SIZE:	Small	Small	Medium
HD:	0.5d8 (2 hp)	1d8 (4 hp)	2d8+1 (10 hp)
MOVE:	40 ft.	40 ft.	40 ft.
AC:	12	12	12
ATTACKS:	2 claws (1d2), bite (1d3)	2 claws (1d2), bite (1d3)	2 claws (1d3), bite (1d4)
SPECIAL:	Darkvision 60 ft., scent,twilight vision	Darkvision 60 ft., scent, twilight vision	Darkvision 60 ft., scent, twilight vision
SAVES:	P	P	P
INT:	Animal (1-2)	Animal (1-2)	Animal (1-2)
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	None	None	None
XP:	7+1(10 XP avg.)	7+1(12 XP avg.)	15+2(35 XP avg.)

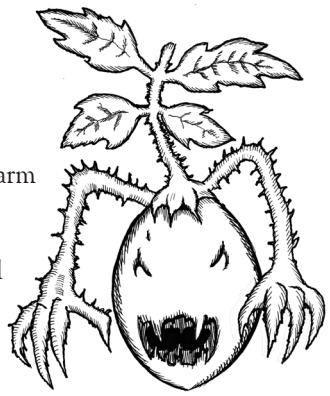
Cavern raptors are a prehistoric, reptilian-like creature bred and raised in the deep caverns below the earth. Homeothermic, the beings produce their own body heat and thrive in near total darkness, feeding off rats and smaller creatures.

Cavern Raptors have leathery grey skin covered with fine scales and large eyes as black as pitch. Their heads are large for the size of their body. They have short front claws used to hold prey, very powerful back legs, a long straight tail, and a gut hook claw protruding from each foot.

COMBAT: Cavern raptors frequently hunt in packs, up to eight individuals with 1d4 +2 of this number being young who receive training in the hunt from mature members of the pack. Their preferred method is for one cavern raptor to attack from the front while the second angles behind prey attacking it from the rear. Cavern raptors prefer to kill one opponent at a time, especially those that they can cull from a larger group of prey.

CARNIVOROUS TOMATO

NO. ENCOUNTERED: 2d6 or swarm 20-200
SIZE: Small
HD: 1d6
MOVE: 40 ft.
AC: 17
ATTACKS: Bite for 1d6
SPECIAL: Blood Drain, Swarm
SAVES: P
INT: Hive Mind
ALIGNMENT: Chaotic Evil
TYPE: Plant
TREASURE: 1
XP: 10+2



These unholy plant mutations spring forth from sandy earth, freshly tainted with pure evil, such as the spilled blood of demons on fertile earth. The carnivorous tomato resembles large grapefruit sized version of its normal ripe red cousin, except for a hideous pair of glowing red eyes and a ragged mouth filled with thorny dark green fangs.

COMBAT: Carnivorous tomatoes "roll" into battle bouncing their way onto their foes, latching on, and drinking their blood. For relatively weak individuals, this attack is most certainly deadly.

BLOOD DRAIN: On a successful bite attack the carnivorous tomato latches on, dealing 1d6 points of continuous damage. Once the carnivorous tomato drains 8 hit points worth of blood it drops off and rolls away, seeking fertile ground from which to spawn forth a new carnivorous tomato plant.

SWARM: Carnivorous tomatoes are known to swarm. When the tomatoes swarm they increase in deadly effectiveness. For every 10 tomatoes in a swarm, the swarm gains a +1 to hit and damage with a maximum of +10 to hit and +10 damage. Their blood drain at this time is 1d6+10 per round. The swarm requires 8hp per tomato worth of blood drain to be sated.

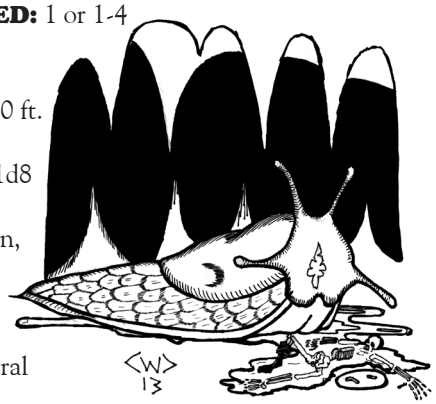
HIVE MIND: Carnivorous tomatoes do not "see" or smell in the natural sense. Instead they sense other living creatures within a 20 ft. radius of their location via hive mind and psychic vibration. Once a living, breathing creature is "sensed" the tomatoes drop off from their vine and attack. The tomatoes move as one, and attack as one, though they are otherwise unintelligent, desiring only blood and flesh with which to spawn more of their cursed ilk. They are unable to "sense" magically invisible creatures as magical invisibility work in multiple spectrums.

CARNIVOROUS TOMATO PLANT: Typically, the carnivorous tomato is encountered upon a tomato vine. These vines stand about eight ft. tall and typically have 2d6 carnivorous tomatoes per plant. New plants grow forth from a blood sated carnivorous tomato to create a full-grown carnivorous tomato plant within 24 hours.

GOOD EATS: Carnivorous tomatoes can be quite delicious so long as they have not already feasted on sentient blood. "Raw" tomatoes that have not fed can be made into a variety of sauces, eaten uncooked with salt and pepper, or cooked in a variety of ways. They serve as a component in various recipes. Freshly slain carnivorous tomatoes sell on the market for an average of 5 gp each.

CAVERN SLUG

NO. ENCOUNTERED: 1 or 1-4
SIZE: Large
HD: 10d8
MOVE: 30 ft., Climb 30 ft.
AC: 14
ATTACKS: Bite for 1d8 +acid 1d6
SPECIAL: Deepvision, Acid Spit, Trample
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: 7
XP: 1150+10



These are humongous versions of their meek cousins. These beasts range from 12 to 20 ft. in length and six to ten feet wide. Their bodies glisten with viscous acids and a pair of huge eyestalks sprouts from either side of their elongated head. Their mouth is small and flanked with wedge shaped razor sharp fangs.

Nearly mindless, they eat any vegetable, animal, or rotted matter that they encounter.

COMBAT: Cavern slugs drop on living prey from above or come upon them silently in the darkness, quickly rushing them, pinning them beneath their girth where they let their bodies acidic secretions do their work. Smaller prey are incapacitated with a stream of acidic spittle delivered at range.

ACID SPIT: Three times per day a cavern slug may spit a stream of acid 20 ft. long dealing 3d6 points of damage unless a successful dexterity save (Challenge Level 10) is made.

TRAMPLE: Though not technically a trample in the traditional sense, a Cavern slug that is at least their movement distance away from its prey may make a "trample" attack. Targets hit with the trample attack suffer 4d6 points of damage plus 1d6 points of acid damage and are knocked prone unless they make a successful strength save (Challenge Level 10).

SALT SUSCEPTIBLE: Cavern slugs take 1d6 points of damage per lb. of salt that touches their flesh due to negative chemical reaction with their acidic secretions. They take this damage continuously for 1d4 rounds.

COFFER CORPSE

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 2d12 (13 hp)
MOVE: 30 ft.
AC: 14
ATTACKS: Slam (1d6)
SPECIAL: Death grip, damage reduction 5/magic (+1), Darkvision 60 ft., deceiving death, undead traits
SAVES: M
INT: Low (6-8)
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 2
XP: 32+2 (58 XP)

A coffer corpse is formed when a recently deceased humanoid is the victim of an incomplete death ritual. It is often found haunting stranded funeral barges or in other situations and places where a corpse has not been delivered to its final resting place. Coffer Corpses despise all living creatures and attack them on sight. They seem to have a particular hatred for priests and often concentrate their attacks on such characters (if they are able to discern them from among their opponents).

A coffer corpse appears as a desiccated humanoid dressed in funerary rags. Its hair is wild and unkempt, and its skin drawn tight over its skeletal frame. A coffer corpse is often mistaken for a zombie at distances greater than 50 feet.

COMBAT: A coffer corpse charges into combat and attempts to wrap its powerful hands around the nearest opponent's throat. If it gets hold, it does not release it unless it is destroyed, the opponent dies, or it is struck for 6 or more points of damage in a single round (see deceiving death below). Occasionally (20% chance) a coffer corpse is encountered with a weapon (most usually a mace or long sword). It uses this weapon in lieu of its slam attack during combat.

A coffer corpse's natural weapons are treated as +1 magic weapons for the purpose of overcoming damage reduction.

DEATH GRIP: If a coffer corpse hits a foe with its slam attack, it attempts to wrap its vice-like hands around the opponent's throat. The victim can attempt a strength save to avoid the death grip. If the save fails, the coffer corpse deals 1d6 points of damage each round until the hold is broken, the coffer corpse is destroyed, or the opponent is dead. A trapped victim can attempt a strength save each round to break the hold. A trapped victim cannot speak or cast spells with verbal components while locked in the coffer corpse's death grip.

DECEIVING DEATH: If a coffer corpse is struck for 6 or more points of damage in a single round (even if the damage doesn't bypass its damage reduction), it releases its death grip (if it was currently holding a foe) and slumps to the ground seemingly destroyed. On its next turn, the coffer corpse rises (as if reanimated) and resumes its attack. Creatures viewing this "reanimation" must succeed on a charisma save or be affected as by a fear spell (caster level 2nd).

CHARNEL SPIDER

NO. ENCOUNTERED: 2d8
SIZE: Medium
HD: 4d8+2 (20 hp)
MOVE: 40 ft.
AC: 15
ATTACKS: Bite (1d6 plus poison)
SPECIAL: Poison, create spawn, web
SAVES: P
INT: Inferior (3)
ALIGNMENT: Neutral evil
TYPE: Magical Beast
TREASURE: 2
XP: 80 + 4 (160 XP)

Charnel spiders appear to be man-sized hairy black or brown spiders with pale silver eyes. A spiraling circle of silver dots its fur-covered back.

Charnel spiders are nocturnal predators often found haunting ruins and subterranean places such as mines, dungeons and caverns. They build their lairs in crevices, large holes and other such hidden or concealed places. A typical charnel spider lair contains 2-16 spiders with a 20% chance of an equal number of non-combatant young.

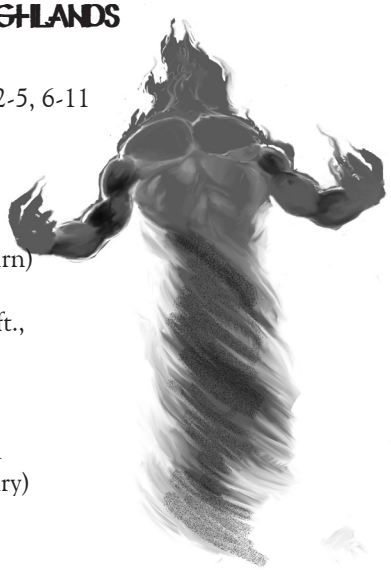
COMBAT

POISON (EX): The bite of a charnel spider is highly poisonous. A creature bitten must succeed on a constitution save or take 2d4 points of strength damage. A creature reduced to 0 strength as a result of a charnel spider's poison dies immediately.

CREATE SPAWN (SU): A creature reduced to 0 strength by a charnel spider's poison dies and rises as a zombie under the charnel spider's control in 1d4 rounds. A charnel spider can control a number of zombies whose total hd are not more than twice the charnel spider's hd.

WEB (EX): A charnel spider can create an effect identical to a web spell (though it's a non-magical web effect) up to 6 times per day.

CINDER GHOUL



NO. ENCOUNTERED: 1, 2-5, 6-11
SIZE: Large
HD: 8 (d12)
MOVE: Fly 40 ft.
AC: 20
ATTACKS: Slam (1d10+burn)
SPECIAL: Energy Drain, Burn, Smoke, Darkvision 60 ft., Turn Resistance
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 775+8

This creature appears as a flaming humanoid torso above a column of burning ash and charred body parts. A red glow of burning embers can be glimpsed floating within the mass. This creature reeks of smoke and burnt flesh.

A creature that is burned to death by magical fire may rise again as a fiery undead being called a cinder ghoul. The lairs of old red dragons may be haunted by many of these pathetic, angry spirits, and many a wizard that has dispatched a foe with a well-placed fireball has been found mysteriously charred to death many months after they died. Cinder ghouls are barely intelligent, but they do have a very vivid recollection of the pain they endured in the moments before their death. Filled with anger as fiery as the flames that took their life, cinder ghouls harbor a strong hatred of fire and any living creature that has control over it. Although it cannot speak, the sound of wailing and screaming and the rushing of fire–stoked wind constantly accompany a cinder ghoul.

COMBAT: In melee, a cinder ghoul slams with the charred remains of its fists. If a cinder ghoul encounters an opponent that demonstrates any form of control over fire—either through casting a fire spell or using a magic item that produces fire—it attacks that opponent to the exclusion of all others.

ENERGY DRAIN: Living creatures hit by a cinder ghoul's slam attack lose one level of experience or hit die. For each such level drained, a cinder ghoul gains 5 temporary hit points.

BURN: The touch of a cinder ghoul is scorching and immolating. Its slam attack inflicts additional fire damage equal to half of the normal slam damage (a cinder ghoul that inflicts 8 points of damage with a slam, for example, deals an extra 4 points of fire damage).

SMOKE: Once per round, a cinder ghoul can attempt to force some of its smoky, ashen form into the lungs of a living opponent by moving into a space occupied by an opponent. The target must succeed on a constitution save or inhale part of the creature. Smoke inside the victim's lungs burns the surrounding tissues and organs, losing 1 point of constitution each round for 1d4+2 rounds. The affected creature can attempt another constitution save each round to cough out the burning residue. A successful save halts the damage.

CRYPT THING



NO. ENCOUNTERED: 1
SIZE: Medium
HD: 6 (d12)
MOVE: 30 ft.
AC: 17
ATTACKS: 2 Claws (1d8)
SPECIAL: Teleport Other, Darkvision 60 ft., Immune to Turning
SAVES: M
INT: High
ALIGNMENT: Neutral
TYPE: Undead (Extraordinary)
TREASURE: 4
XP: 300+6

A skeletal humanoid wearing a dark hooded robe sits in a high-backed chair before you. Its eyes appear as small pinpoints of reddish light. As you approach it, the creature raises a bony hand and points at you.

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They are created by spellcasters to guard such areas and they never leave their assigned area.

COMBAT: A crypt thing never initiates combat. It is content to sit (or stand) in its assigned area so long as intruders do not disturb it or anything in the assigned area. At the first sign of disturbance however, a crypt thing springs to life. Its first order of business is to attempt to remove the interlopers from its assigned area by using its teleport other attack. Opponents that successfully resist are attacked by the crypt thing, which uses its claws to rake and slash its foes.

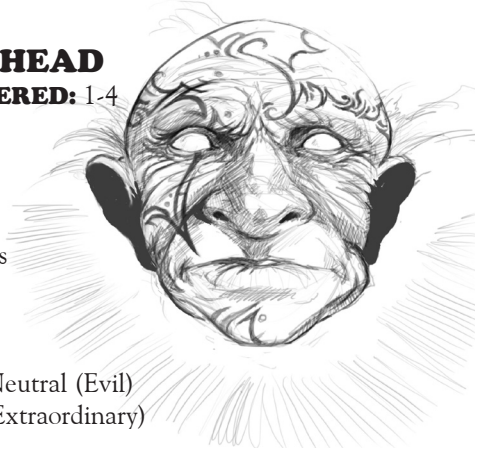
TELEPORT OTHER: Once per day, a crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a wisdom save to negate the effects. An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination. A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a feather fall spell).

CRYPT GUARDIAN

There exists in some parts of the world (and perhaps only truly in legend; sages aren't sure) a variant of the crypt thing known as a crypt guardian. This variant has all the same abilities and powers as a normal crypt thing, with the following changes: the variant does not possess the teleport other ability. Instead, it possesses an ability known as cloak other.

CLOAK OTHER: Once per day, a crypt guardian can simultaneously paralyze and turn invisible all creatures within 50 feet. An affected creature can make a wisdom save to negate the effects (only one save is required; if it succeeds, both effects are negated). Affected creatures remain paralyzed and invisible for 2d4 days. A new save is allowed each day until the effects are broken, dispelled, or the duration ends.

ELDRITCH HEAD



NO. ENCOUNTERED: 1-4
SIZE: Small
HD: 6d10
MOVE: Fly 30 ft.
AC: 12
ATTACKS: Spells
SPECIAL: Spells
SAVES: M
INT: High
ALIGNMENT: Neutral (Evil)
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 330+6

These disembodied heads are the craftsmanship of fell necromancers. Eldritch heads appear as the painstakingly tattooed and preserved heads of corpses surrounded with a sickly greenish aura. Eldritch heads maneuver by flight, floating disembodied in the air at the approximate height that they would have stood in life… if they still had a body to carry them around.

Eldritch Heads have been infused with a portion of the necromancer's arcane energies, and as such assault those who would interfere with their master's property with magical assaults. Necromancers are known to keep a few eldritch heads with them to serve as watches and bodyguards when they take their rest. Unfortunately for the necromancer, they have a tendency to talk back, and have somewhat of a mind of their own. Although they cannot of their own volition turn on their master, nothing stops them from speaking their mind.

In the event that their master is slain, eldritch heads must make their own way in the world. Most often, they float throughout the world in search of their body, or some other fresh headless corpse to take possession of. This often results in an eldritch head making an eerie return to places they once enjoyed in life… much to the horror of relatives and friends!

COMBAT: Eldritch Heads attack using magical spells drawn from sigils that have been tattooed upon their faces.

An eldritch head is tattooed with three 1st, three 2nd, and three 3rd level spells. These nine spells may only be cast once per day. Once defeated, there is a 50% chance that a wizard could learn and scribe at least 1d2 spells from the remnants of the eldritch head. These spells should be considered a portion of the creature's treasure, with the remainder of its treasure being the treasures it was set to guard for its creator.

CREATING AN ELDRITCH HEAD

An eldritch head may be created by a wizard, cleric, druid, or illusionist practiced in the arts of necromancy. The spellcaster must be of at least 7th level and capable of creating scrolls. Second, the spellcaster must have the ability to cast animate dead, and summon greater undead. Materials cost and time of creation are equal to that described under scribing scrolls in Monsters and Treasure™. Thus creating an eldritch head takes 216 hours (About 18 days of 12 hours per day) and the casting of animate dead and summon greater monster, plus 3600 gp in ink and materials. The most vile necromancers have learned that the process can be shortened to 12 hours by sacrificing a fellow spell-caster able to cast at least three 1st, three 2nd, and three 3rd level spells as well as the appropriate gp cost in donation to the cult of their particular patron demon, devil, or dark god. Certain necromancers are known to train apprentices to this exact level of power for just such a purpose!

DEMILICH



NO. ENCOUNTERED: 1
SIZE: Tiny
HD: 20 (d12)
MOVE: Fly 30 ft.
AC: 21
ATTACKS: —
SPECIAL: Spell-like abilities, Darkvision 60 ft., Damage Defense, Immunities, Trap the Soul, Death Wail, Rejuvenation
SAVES: M
INT: Supra-Genius
ALIGNMENT: Any Evil
TYPE: Undead (Unique)
TREASURE: 5
XP: 13000+18

What at first appears to be a simple uninteresting humanoid skull suddenly rises from its resting place, turning slowly in your direction, and releasing a maniacal cackle.

A demilich is an advanced lich of great power. When the animating force of a lich ceases to exist and the material body finally decays (often after centuries of un-death) the soul lingers in the area and slowly over time possesses all that remains of the lich—its skull. The eye sockets and teeth of a demilich-possessed skull transform into clear gemstones (each worth 1,000 gp). The skull contains a single gemstone in each eye socket and eight gems in place of its teeth. A demilich rarely if ever wanders from its place of origin (i.e., the final resting place of its body when it was a true lich). Content to remain hidden and oblivious to the outside world, a demilich spends its time contemplating its past life, its accomplishments, and its yet unachieved goals. These creatures are solitary by nature and rarely associate with other creatures, including other undead, unless it is employing such creatures to further some unfinished goal. Demilich lairs are usually well-hidden dungeons and caverns consisting of winding corridors, deadly pitfalls, and intricate traps.

COMBAT: A demilich sits idly in its lair until touched or bothered, at which point it rises vertically and uses its Death Wail power against the opponent it deems most threatening. On its next turn, the demilich uses its Trap the Soul ability against an opponent. It spends the remainder of combat alternating between its Death Wail, Bestow Curse, and Trap the Soul abilities.

SPELL-LIKE ABILITIES: At will—fear, greater bestow curse (as the reverse of remove curse, but -12 to one ability score, -6 to two ability scores, -8 penalty on attack rolls, saves, and checks, or 25% to act normally), telekinesis.

DEATH WAIL: Once per turn, the demilich may utter a horrific keening wail. This wail is deadly to anyone within a 40-ft. radius that hears it. A successful charisma save is needed to avoid the effects of the Death Wail.

TRAP THE SOUL: A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 60 feet. The target is allowed an intelligence saving throw. If the target makes its saving throw, it loses 2 levels of experience or hit dice (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's mouth. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours. At the end of that time, the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of resurrection, true resurrection, clone, or wish. A potential victim protected by a death ward spell is not immune to trap the soul, but receives a +5 bonus on its intelligence save and is effective against the level loss on a successful save.

DAMAGE DEFENSE: A demilich takes 20 points less damage from any physical weapons that strike it, magical or mundane. Featheredge weapons, no matter their enhancement bonus, ignore this damage reduction but do only one-quarter damage to a demilich (demiliches cannot be beheaded). Any fighter, knight or paladin with a vorpal weapon may ignore the Damage Defense and strike the demilich for one half normal damage (again, demiliches cannot be beheaded). A paladin wielding a Holy Avenger sword may strike the demilich for full damage, completely ignoring the demilich's Damage Defense.

IMMUNITIES: A demilich is immune to all spell and spell-like abilities, except as noted below:

A *shatter spell* deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

A *power word kill* spell cast by an ethereal caster deals 50 points of damage to the demilich if it fails a constitution save.

A paladin's smite evil ability allows the paladin to affect the demilich normally, with any kind of weapon.

A *dispel evil* spell deals 2d6 points of damage, with no saving throw.

REJUVENATION: Unless holy water is poured over the destroyed remains of a demilich, the creature reforms in 1d10 days.

DRAUG

NO. ENCOUNTERED: 1 or crew (1 draug plus 6-11 brine zombies and 1-4 mummies of the deep, 2-8 aquatic ghouls, or 2-8 skeletons)
SIZE: Medium
HD: 6 (d12)
MOVE: 30 ft., Swim 30 ft.
AC: 17
ATTACKS: Claw (1d6) or Weapon (By Weapon Type)
SPECIAL: Call Storm, Control Ship, Darkvision 60 ft., Resistance: Fire (half), Turn Resistance
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 7
XP: 300+6

This ragged humanoid is lean and ravaged by decay with bits of bone showing beneath waterlogged, blue-green rotting flesh. Its clothes hang in tatters and its weapons are pitted and rusted.

The draug is the vengeful spirit of a ship's captain who died at sea, thus being denied a proper burial. If an entire ship sinks at sea with the loss of all hands, the ship itself and its entire crew may return as ghostly wanderers. The captain usually rises as a draug and his crew rises as brine zombies (see that entry).

A draug looks as it did in life, wearing the same clothes and bearing the same possessions it held at the moment of death. The arrival of a draug is often taken as a death portent, for even if it does not attack, some dire circumstance is likely to befall the witness. A draug often acts as a death token, rising out of the sea and staring at or pointing a bony finger at a sailor fated to drown.

COMBAT: Draugs are jealous of the living and try to bring death and misfortune to them at every opportunity. They have been known to suddenly appear in a sea mist and climb aboard the ships of the living. A draug's favored form of attack is with its cutlass, though if disarmed it uses its claws to attempt to grapple an opponent, leaping back into the waves in an effort to drown the unfortunate victim.

CALL STORM: Once per day, a draug can summon inclement weather to harass its opponents. The effects are felt immediately (i.e., there is no gradual shift in the weather). Otherwise, this ability is identical to the control weather spell.

CONTROL SHIP: A draug has full control over its vessel (wind notwithstanding) so long as it remains at the wheel or within 20 feet of the helmsman. Should it leave the area, its ship meanders in a random direction until the draug regains control. A draug also imbues its ship with special abilities (see Draug Ships, below).

DRAUG SHIPS

When a ship sinks beneath the waves, it and its entire crew may return as ghostly wanderers, especially if the captain and crew had a less than scrupulous profession (as pirates, for example). A sunken ship of this nature may undergo a transformation from the negative energy and evil surrounding it. When this happens, the ship rises from the deep, piloted by a draug and manned by skeletons, brine zombies, zombies, and lacedons. The ship appears as it did at the time of its demise. The sails are tattered and the decks covered with seaweed. When a draug is at the helm, the "ghost ship" gains the following powers:

BUOYANCY: Regardless of the condition of the hull, a draug-piloted ship remains afloat in any weather conditions. It is not affected by wind of any type (though the draug can still use the wind to maneuver and sail the ship) and can even sail against gale-force winds. Strong waves may toss the ship about, but will not capsize it as a result.

IMMUNITY TO FIRE: A draug ship is so waterlogged and infused with negative energy that it is completely immune to all fire effects.

FLIGHT: A draug can maneuver his ship to leave the waves and take to the air as long as the draug remains on board. This functions as a fly spell.

DUST GHOUL

NO. ENCOUNTERED: 1, 2-5, 6-11
SIZE: Medium
HD: 10 (d12)
MOVE: 40 ft., Fly 40 ft., Burrow 20 ft.
AC: 21
ATTACKS: 2 Claws (1d10), Bite (1d8)
SPECIAL: Animate Dust, Darkvision 60 ft., Earth Mastery, Limited Flight, Paralyzing Shriek, Turn Resistance
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 1500+10

This monster appears as a dust-covered creature with decaying flesh pulled tight over its humanoid frame. Its teeth are pointed fangs and its hands end in wicked, dirt-covered and blood-soaked claws.

When a humanoid creature dies on the Parched Expanse on the Plane of Molten Skies, there is a good chance it returns from the afterlife as a dust ghoul—an undead, flesh-eating creature composed of dust and earth. Dust ghouls haunt the Parched Expanse, preying on unwary travelers that linger too long in their hunting grounds. These creatures savor the taste of human flesh and devour such a kill with great ferocity.

COMBAT: Dust ghouls predicate their arrival by animating dust into ghostly humanoids that immediately move to grapple potential prey. Dust ghouls then move in (often swooping in from above) and attempt to paralyze foes with their shriek. Prey is then torn to pieces by the dust ghouls using their claws and fangs. If a dust ghoul is slain, it crumbles into a pile of dust.

ANIMATE DUST: Once per day, a dust ghoul can cause 1d4 ghostly humanoid-shaped creatures to materialize from an area of dust and earth within 100 feet. The dust ghoul can control and direct these creatures as long as it is "alive" and within 100 feet. The dust creatures have a speed of 10 feet and each has only one attack; a grapple. A dust creature holds but does not harm creatures it grapples. The dust humanoids are immune to all attacks and spells, except water-based spells and effects. A gallon of water instantly destroys a dust humanoid. If the dust ghoul moves more than 100 feet away from a dust creature, that dust creature collapses into a pile of harmless dust. If the dust ghoul is destroyed, all dust creatures it animated collapse.

PARALYZING SHRIEK: Once per minute, a dust ghoul can unleash a hellish shriek that paralyzes any creature within 60 feet that hears it. Affected creatures that succeed on a strength save negate the paralysis. Creatures are paralyzed for 3d4 rounds.

EARTH MASTERY: A dust ghoul gains a +1 bonus on attack and damage rolls if its foe is touching the ground. If an opponent is waterborne, the dust ghoul takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

LIMITED FLIGHT: A dust ghoul can fly for up to 2 minutes at a time. After that, it must rest for 10 minutes before it can fly again.

EEL, ELECTRIC CAVERN (MEDIUM)

NO. ENCOUNTERED: 1-2, or 2-4
SIZE: Medium
HD: 3d8
MOVE: Swim, 30 ft.
AC: 15
ATTACKS: Bite 1d6, Tail 1d6 (electricity)
SPECIAL: Immune to Electricity, Stun
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aquatic Animal
TREASURE: None
XP: 65+3

These 5-7 ft. long snake-like fish are a deep bluish-white in color and seem to pulse and crackle with an inner energy.

Electric eels are so named due to a massive amount of bioelectric energy produced within their bodies. This energy is used to stun smaller fish, amphibians and cavern shrimp that they feast upon. They feel threatened by larger creatures that find themselves in their pools and shock these creatures incessantly until they are swept away by the current, or are drowned.

Electric eels attack by latching on with their powerful jaws and sharp teeth and whipping their target repeatedly with their electrically charged tail.

Creatures hit with the tail must succeed on a constitution save or be stunned for 1d4 rounds. Victims who are stunned in water over their head are unable to swim and begin to drown immediately.

EEL, ELECTRIC CAVERN (LARGE)

NO. ENCOUNTERED: 1-2
SIZE: Large
HD: 6d8
MOVE: Swim, 30 ft.
AC: 14
ATTACKS: Bite 2d6, Tail 3d6 (electricity), Swallow Whole
SPECIAL: Immune to Electricity, Stun
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Large Aquatic Animal
TREASURE: None
XP: 240+6

The giant electric eel is a larger more deadly version of their smaller cavern eel cousin. These creatures may be found with their smaller kin, though as solitary creatures they tend to keep to themselves. Giant electric cavern eels may be as large as 20 ft. long with a maw that opens to 5 ft. in diameter.

They attack by latching on with their powerful jaws and sharp teeth and whipping their target repeatedly with their electrically charged tail and body. If the bite attack hits a medium sized or smaller being, the creature is swallowed whole, suffering 2d6 points of crushing damage per round as well as 3d6 points of electrical damage. A medium or smaller character may cut free but must do so with hand weapons such as daggers or knives, and must do 20 points of damage to cut free.

Creatures hit with the tail must succeed on a constitution save or be stunned for 1d4 rounds. Victims who are stunned in water over their head are unable to swim and begin to drown immediately.

FEAR GUARD



NO. ENCOUNTERED: 1, 2-5
SIZE: Medium
HD: 6 (d12)
MOVE: 30 ft.
AC: 15
ATTACKS: Touch (Wisdom Drain)
SPECIAL: Create Spawn, Darkvision 60 ft., Daylight Weakness, Fear Aura, Spell-Like Abilities, Turn Resistance, wisdom Drain
SAVES: M
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 350+6

This incorporeal entity appears as a hooded humanoid figure donned in flowing robes of translucent gray over a suit of fire-blackened plate armor. Its facial features are a swirl of horrific images, fluctuating between familiar faces twisted in horror and fear.

Fear guards embody evil in its blackest conjuration. They are summoned from some unknown place by evil wizards and clerics to guard prized possessions or a valued location. Fear guards do not speak, but unleash a frightful moan when they encounter living creatures.

COMBAT: Shrouded in a preternatural darkness, fear guards fight using spell–like abilities and their incorporeal touch. If guarding a particular location, a fear guard fights until either it is slain or driven away, or its opponents are slain or flee.

FEAR AURA: A fear guard can radiate a 20-foot radius fear aura as a free action. A creature in the area must succeed on a CL 4 charisma save or be affected as though by a fear spell. A creature that successfully saves cannot be affected again by the same fear guard's aura for one day.

SPELL-LIKE ABILITIES: At will—ray of enfeeblement, darkness.

WISDOM DRAIN: The touch of a fear guard drains 1d4 points of wisdom from a living foe if it fails a wisdom save. A creature reduced to wisdom 0 dies.

CREATE SPAWN: Any living creature reduced to wisdom of 0 by a fear guard becomes a fear guard under the control of its killer within 2d6 hours. If a bless spell is cast on the corpse before this time, it prevents the transformation.

DAYLIGHT WEAKNESS: A fear guard exposed to natural sunlight (not merely a daylight spell) suffers 2d6 points of damage and immediately flees from the source of light. A fear guard caught in sunlight cannot attack and can only flee the area.

SEE IN DARKNESS: A fear guard can see perfectly in darkness of any kind, even that created by darkness spells.

FELL DEER

NO. ENCOUNTERED: 2d8 or 4d8
SIZE: Medium
HD: 3d8
MOVE: 40 ft.
AC: 15
ATTACKS: 2 hooves (1d4) Bite 1d6, or Gore 1d10
SPECIAL: Trample (2d8), Twilight Vision, Aura of Fear, Darkness Invisibility
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: None
XP: 165+3

Fell deer are deer-like creatures native to the dark realm of Jokashka the Hag Queen. Fell Deer are carnivorous and cruel. Mixed with the stuff of shadow, they appear as normal deer fully infused with darkness. Red eyes glow beneath their razor-sharp antlers, giving them a terrifying presence that strikes fear into the hearts of lesser beings.

COMBAT: Fell Deer attack initially by charging foes and ramming them with razor sharp antlers in a gore attack. On an initial charge they deal double damage on a successful strike. They follow with hooves and bite or gore attack.

TRAMPLE: A creature of smaller than medium size that is charged by the fell deer is trampled on a successful attack, suffering 2d8 points of damage as they are thrown to the ground.

Aura of Fear: Fell Deer emanate an aura of fear forcing beings who encounter them to make a wisdom save vs. fear or flee in terror for 1d4 rounds. Those who succeed in their save are unaffected.

Darkness Invisible: The fell deer is invisible in darkness. They only become visible under moonlight, natural sunlight, firelight, or magical light.

FIRE PHANTOM

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 6 (d12)
MOVE: 30 ft.
AC: 16
ATTACKS: Slam (1d6 + 1d6 Fire) or Fire Blast (2d6)
SPECIAL: Darkvision 60 ft., Fire, Fire Blast, Immolation, Immune to Turning
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 500+6



This burning creature appears as a humanoid ghoul encased in flames. Its eyes are tiny balls of molten fire and its tongue is a snake-like stream of flame. Its teeth are charred and flames dance in the back of its throat. Patches of the burning flesh give way to the flames inside the creature.

When a humanoid creature dies on the Elemental Plane of Fire, its soul often melds with part of the fiery plane and reforms as a fire phantom: A humanoid creature composed of rotted and burnt flesh swathed in elemental fire. Fire Phantoms desire nothing more than to return to the Material Plane and destroy as many living creatures as possible by consuming them in the same flames that now house their spirit. Fire Phantoms are encountered in areas where fires are already burning (campfires, pyres, vigils, etc.) They step through a portal from the Plane of Fire into a fire on the Material Plane. This fire must be at least medium size or larger or else any attempt by the fire phantom to enter the Material Plane through that fire automatically fails. Once it enters the plane, it often lies in wait in the fire for potential victims to come near it. A fire phantom hiding inside a fire is difficult to see (wisdom check to spot).

COMBAT: A fire phantom waits inside its fire until it spots a living creature. It then rushes out, shrieking and hurling globes of fire. If faced with overwhelming odds or facing certain destruction, the creature attempts to close the distance between itself and as many of its opponents as it can so it can use its immolation ability. In normal melee, a fire phantom alternates between hurling globes of fire and pummeling a foe with its burning fists. Fire phantoms fight until destroyed or all opponents are dead or flee. When a fire phantom is wounded, flames dance and play around the wound.

FIRE: A fire phantom's fists are swathed in elemental fire. Any melee hit deals fire damage. Creatures attacking a fire phantom unarmed or with natural weapons, take fire damage each time their attacks hit.

FIRE BLAST: Once every 1d4 rounds, a fire phantom can hurl a small globe of elemental fire to a range of 30 feet (no range increment). By making a successful ranged touch attack, it deals 2d6 points of fire damage. A creature hit must succeed on a dexterity save or catch on fire. If a target catches on fire, he takes 1d6 fire damage per round for 1d6 rounds or until the fire is quenched.

IMMOLATION: Normally used as a last resort, a fire phantom can detonate itself in an inferno of elemental fire that deals 6d6 points of fire damage to all creatures within a 10–foot radius. A successful dexterity save halves the damage. This instantly kills the fire phantom if it fails a wisdom save. Even if the fire phantom survives, its flames are extinguished for 1 minute. During this time the fire phantom cannot use its fire blast ability and does not deal fire damage with its slam attack. After 1 minute, its fires relight. If the fire phantom survives the immolation, it may not use it again for one day.

TURN IMMUNITY: A fire phantom cannot be turned, rebuked, or commanded.

FLESH-EATING BEETLE SWARM

NO. ENCOUNTERED: 1d4 swarms
SIZE: Fine (the size of a small coin)
HD: 3d8 (Avg. 12 hp)
MOVE: 5 ft.
AC: 16
ATTACKS: Bite, 1d2 Con Damage.
SPECIAL: Con Damage, Light Sensitivity, Smoke Sensitivity
SAVES: P
INT: NA
ALIGNMENT: Neutral
TYPE: Vermin (Insect)
TREASURE: NA
XP: 45+3

A flesh-eating beetle swarm is one of the most dangerous forms of swarm known to dungeon explorers and denizens. Flesh-eating beetles devour living and dead flesh alike and are known to make their nests near graveyards, charnel houses and other places where there is a profusion of meat. The beetles do not live for very long, having a life cycle of only a few weeks, so this thankfully keeps their numbers down. Likewise they are frightened by bright light and tend to scurry into the shadows when such illumination presents itself.

COMBAT: Flesh-eating beetles quickly swarm a target and burrow under the flesh with their razor-like mandibles. Once a swarm of flesh-eating beetles makes a successful attack, they continue dealing 1d2 points of temporary constitution damage per round as they burrow into the target's flesh. They may only be slain while within a host by extreme heat or cold which deals an equal amount of damage to the host as it does to the beetles. Profusions of smoke such as is created by a pyrotechnics spell cause the beetles to drop off of a host immediately and become lethargic and easily scooped up into a suitable container.

They are frequently used by necromancers or other such physicians to clean rotting flesh from corpses.

FUNGI OF SOAGOTH

NO. ENCOUNTERED: 1 or 2-12+
SIZE: Large
HD: 8d8
MOVE: 0 ft.



AC: 14
ATTACKS: Spores
SPECIAL: Twilight Vision, Plant Traits. Telepathic, Psychic Attack, Mass Suggestion, Metamorphosis.
SAVES: P, M
INT: Genius
ALIGNMENT: Neutral evil
TYPE: Plant
TREASURE: 6
XP: 450+8

Entities thought to originate upon the rotting planets orbiting the harrowing nightmare abyss of Soagoth, the fungi of Soagoth are a simple horror created by the lord of madness to spread oblivion across the parallel planes of the universe. Simple in nature, these intelligent fungi resemble a twelve ft. tall, ten ft. in diameter morel mushroom whose cap is a wet pinkish color shot with lines of grey. The fungi glow with a sentient bluish green hue that seems to pulse when the creature is approached by other intelligent entities or when the putrid flesh it craves as sustenance is brought near it.

Fungi bulbs are merely the start of a fungal infestation whose sole purpose is the eventual consumption of all biological matter on an entire planet. More insidious in their infestation is the germination and eventual growth into a more mobile entity known as a Fungi Lord, capable of spawning more Fungi of Soagoth.

COMBAT: Fungi of Soagoth attempt to dominate other creatures with their mental powers. Failing this, they attempt to choke foes to death with their deadly spores that force a victim to make a successful constitution save or suffer 4d6 points of damage as the spores fill their lungs. Victims take half damage on a successful save.

Failing this, fungi of Soagoth count on dominated allies to defend them and bring them fresh corpses whose rotting bodies nourish the creature.

TELEPATHIC: Although they do not communicate in a standard sense, they do have the ability to communicate with their dominated thralls.

MASS SUGGESTION: Fungi of Soagoth have the power of mass suggestion as if cast by an 8th level caster, giving all victims a charisma save vs. charm (challenge level 8). Those who make a successful save cannot be affected by the same attempt from the same fungi bulb again. Victims under the effects of the suggestion find themselves in a hallucinatory state for the duration of the suggestion, seeing things as dictated to them by the fungi.

PSYCHIC ATTACK: In lieu of any other attack form, once per day a fungi of Soagoth may make a psychic attack against a single opponent. The psychic attack forces the target to make a charisma save (challenge level 8) or suffer the effects of a feeblemind spell, having their intelligence, wisdom, and charisma reduced to 1. Like the spell, these effects are permanent until cured with a heal, restoration, or limited wish spell.

TRANSFORMATION: Once twenty hit dice worth of creatures have been fed to the Fungi of Soagoth, the bulb enters a metamorphic state that lasts 1d4 days. At the end of the metamorphosis, the creature is transformed into a fungi lord.

SPECIAL: Fungi of Soagoth taste delicious, especially cooked with garlic and butter. When consumed they grant the user 1d6 points of temporary intelligence. Their flesh also cures the feeblemind spell that their Psychic Attack causes. This temporary intelligence lasts for 1d4 days, though its advantageous effects may only be enjoyed once per week…far beyond the shelf life of freshly harvested fungi bulb. They are a perverse delicacy to dark elves and zvarguth who pay 10 gp per lb. of freshly killed Fungi of Soagoth.

FUNGI LORD

NO. ENCOUNTERED: 1 or 1-4
SIZE: Large
HD: 12d8
MOVE: 30 ft.
AC: 16
ATTACKS: 2 slams for 2d8 points damage each.
SPECIAL: Twilight Vision, Plant Traits. Spell-Like Abilities, Cone of Spores
SAVES: P, M
INT: Genius
ALIGNMENT: Neutral evil
TYPE: Plant
TREASURE: 9
XP: 1600+12

Standing nearly eighteen feet tall, the fungus is a fully formed bipedal version of the fungi bulb. Sprouting two arms stalks and capable of great striding steps, the fungi lord is an alien horror capable of spreading its particular fungal plague across great distances.

COMBAT: A fungi lord exists to destroy life and replace it with its own fungal brood. To this end, he has a wide arsenal of powers, including mighty slams of its arm stalks, and a choking cone of spores, as well as mental and druidic powers.

CONE OF SPORES: Once every 1d6 rounds, a Fungi Lord may exhale a cone of spores 5 ft. wide at its base, 40 ft. long, ending in a 20 ft. diameter cone. All living beings caught within the cone must make a constitution save vs. poison (challenge level 12) or suffer 6d6 points of damage as the spores choke them and bury themselves in their flesh. Non-biological matter such as undead, elementals and constructs are immune to these effects. Beings who make their save suffer half damage from this attack.

TELEPATHIC: Although they do not communicate in a standard sense, they do have the ability to communicate with their dominated thralls.

SPELL-LIKE ABILITIES: The Fungi Lord uses the following spell-like abilities as a 12th level druid. 3/day: Entangle, Plant Growth. 1/day: Once per day a fungi bulb has the power of mass suggestion as if cast by an 8th level caster, giving all victims a charisma save vs. charm (challenge level 8). Those who make a successful save cannot be affected by the same attempt from the same fungi lord again.1/week: Awaken* Turns giant fungi into a fungi bulb.

FYE

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 5d12
MOVE: Fly 50 ft.
AC: 17
ATTACKS: Incorporeal Touch, 1d6 plus possession.
SPECIAL: Undead, Incorporeal (+1 or better to hit), Aura of Despair, Darkvision 60 ft.
SAVES: M/P
INT: Average
ALIGNMENT: Typically Neutral
TYPE: Undead, Incorporeal
TREASURE: 3
XP: 260+5

Fye are cursed, solitary, incorporeal spirits whose death took place in the vicinity of a temple of evil, or other such desecrated place. Fye haunt the realm between worlds seeking one who would free them from their torment, not understanding why their terrifying presence chases away the mortals they seek to contact. Out of this frustration they are known to attack those who would otherwise save them from their curse. Fye are found within 100 ft. of the place of their death, seeking to possess mortals in the attempt to work out the reason for their death and find a path to their proper afterlife.

COMBAT: Fye shy away from physical combat, seeking instead to surprise and possess unwitting beings in order to attempt to complete their final quest, or gain their natural afterlife. If pressed, they attempt to possess the most powerful seeming being and use that creatures hit points and attacks to defend itself.

AURA OF DESPAIR: Fye emanate a continuous aura of despair that makes the living uncomfortable in their presence. Beings within 20 ft. of the Fye must make a wisdom save (Challenge Level 5) or suffer -2 to all attacks, damage, and attribute checks due to the unease that they suffer.

POSSESSION: Fye who make a successful incorporeal touch attack against a living being may attempt to possess it as per the magic jar spell. Creatures subject to a possession attempt must make a charisma save (Challenge Level 5) or be inhabited by the spirit of the Fye.

HOARFROST MAIDEN

NO. ENCOUNTERED: 2-5, 6-11
SIZE: Medium
HD: 5 (d12)
MOVE: 30 ft.
AC: 17
ATTACKS: 2 Claws (1d6 + 1d4 cold)
SPECIAL: Cold, Cone of Cold, Darkvision 60 ft., Glaciation, Sense Heat
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 320+5



This being appears as a beautiful warrior maiden of the highlands, a valkyrie covered in ice and frost. Upon the valkyrie's death, a wispy incorporeal form is seen rising from the corpse.

Believed to be the spirits of humanoid warrior-women that froze to death either because of their own mistakes or because of some ritualistic exile into the icy wastes by their culture, hoarfrost maidens haunt the icy wastelands of the world seeking warm–blooded living creatures in which to share their icy hell. Hoar spirits are rarely encountered alone. Though they may act independently, they seek each other out to continue their warrior tribe. Hoarfrost maidens do not speak, and it is not known if they even understand any language at all. They have a distinctive low–pitched moan that sounds like a whistling wind blowing through ice and snow-covered trees.

COMBAT: When confronted, a hoarfrost maiden attacks with its claws attempting to freeze its foe. If facing multiple opponents, a maiden blasts them with its cone of cold before engaging them with its claws. Creatures killed by a maiden are dragged to its icy lair, kept on ice, and devoured at the monster's leisure.

COLD: Hoarfrost maidens generate intense cold. Any melee hit deals cold damage. Creatures attacking the hoar spirit unarmed or with natural weapons suffer cold damage each time their attacks hit.

CONE OF COLD: Once per day, a hoarfrost maiden can produce an effect similar to a cone of cold spell. The cone is 30 feet long and deals 3d6 points of cold damage to creatures caught within the area. A successful dexterity save halves the damage.

GLACIATION: A creature hit by a hoarfrost maiden's claw must succeed on a strength save or be overcome with bone-numbing cold that paralyzes the opponent for 1d4+1 rounds and drains 1 point of dexterity.

SENSE HEAT: Hoarfrost maidens can detect heat (such as that generated by living creatures) in a 60-foot radius. This includes the heat given off by invisible creatures. This ability can be stopped or started by the hoar spirit at will.

KOBOLD SHAMANS

IN DEPTH WITH KOBOLD SHAMANS

Many kobold shamans worship and draw their power from Kyulashedrac, the grandmother of dragons. Through their mystic interpretations of her might, they fancy themselves her clever and resourceful children, least of course in size but always greatest in number. Kobold Shamans are a special caste, their eggs being a gleaming black color and quite hard like the eggshell of a bird, as opposed to the leathery shells of their ordinary kinfolk. Such eggs, if captured from a kobold, may net 300-1200gp on the black market, or if sold to practitioners of arcane magic.

Kobold Shamans may cast from both the cleric and wizard spell lists. However, once the spells are selected, they may not substitute these spells for others as they are permanently etched in the kobold shaman's mind. The kobold shaman needs no spell book to prepare their spells, for the mystic faith of Kyulashedrac provides these dark gifts to her chosen. The hit dice of the shaman determines the number of spells that it may select and the spell level strength that they may wield. The most powerful of kobold shamans may cast 12 levels of spells per day with a maximum of 3rd level spells in their repertoire. The meekest of kobold shamans may cast two levels of spells per day and are limited to spells of 1st level.

Kobold shamans have a d6 hd and are not limited in their use of weapons or armor. Kobold shamans use the mental (M) suite of saving throws.

KOBOLD SHAMAN	SPELL LEVELS	MAXIMUM SPELL LEVEL	EXPERIENCE POINT VALUE
1d6 HD	2	1st	7+1
2d6 HD	3	2nd	15+2
3d6 HD	4	2nd	30+3
4d6 HD	5	2nd	60+4
5d6 HD	7	3rd	120+5
6d6 HD	9	3rd	180+6
7d6 HD	10	3rd	270+7
8d6 HD	12	3rd	375+8

KOBOLD, MUTANT

NO. ENCOUNTERED: 1d8
SIZE: Medium
HD: 3d8
MOVE: 40
AC: 16
ATTACKS: 2 claws (1d4), bite (1d6), or by weapon type (+2 damage)
SPECIAL: Darkvision 60 ft., scent, See Text
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid Abomination
TREASURE: 1
XP: 45+3



Mutant kobolds are the aberration of magical experimentation and selective breeding of the hearty kobold stock, resulting in a heartier, larger kobold. These kobolds often hatch slightly deranged from the transformation and thus are often possessed of weird eldritch powers that manifest themselves as an arcane side effect. These odd manifestations may include but are not limited to breath weapons, venomous claws and fangs, immunity to magic, the ability to breath water, a stinger tail, wings, extra limbs or other such abnormality. The mutant kobolds coloration ranges the spectrum of colors from black through grey and white to any shade of reds, blue or green.

The madness involved in their creation has its effect on the personality and disposition of the kobold stock as well, causing them to be more chaotically imbalanced than their brethren and far less tricky or intelligent. Most mutant kobolds are larger than a normal kobold, standing between 5 and 6 ft. tall and much stronger, so that on the rare occasion that one learns the skill required to wield weapons, it deals an additional 2 points of damage. Mutant kobolds can go weeks without food, but are always ravenously hungry, often forcing their breeders to eject them from colonies where food is scarce, for fear they will go totally mad and eat their kin.

COMBAT: Although mutant kobolds are not as clever as their smaller brethren, they do still tend to hunt in packs and lie in wait while stalking prey before leaping forward with a cackling, barking roar and laying into their target with claws and teeth, most often fighting to the death.

Each mutant kobold possesses 1d2 of the following mutations:

RANDOM MUTATIONS: Roll 1d10 on the Table Below

1. **Venomous Claws or Bite:** Save vs. Poison or Suffer 1d2 points strength damage.
2. **Envenomed Tail:** Extra attack deals 1d2 points damage +1d4 points poison damage unless a Save vs. Poison is made.
3. **Breath Weapon:** A 10 ft. cone which deals 1d8 points of acid, fire, or cold damage; this ability is usable up to 4 times per day.
4. **Acidic Blood:** Melee weapons that deal damage to the Mutant are destroyed. If magical, they get a save vs. Poison at the level of the wielder + any bonuses.
5. **Wings:** Mutant has wings and flies at a speed of 60 ft.
6. **Extra Legs:** Mutant moves at a speed of 60 ft.
7. **Chameleon:** Mutant gains the ability to hide in any surroundings including bright light as if it were a rogue using the hide in shadows ability.
8. **Extra Arms:** Mutant gains an additional set of claw attacks or one additional melee attack when using melee weapons.
9. **Regeneration:** Mutant regenerates 2 hp per round.
10. **Immunity:** Roll 1d8 on the following table.
    1. Fire
    2. Cold
    3. Poison
    4. Acid
    5. Magic
    6. Edged Weapons
    7. Blunt Weapons
    8. Select 2 of the above

NOTE: Mutants that possess the ability to use a breath weapon or venom of any sort are also immune to attacks of the same type.

KOBOLD, GINORMOUS MUTANT

NO. ENCOUNTERED: 1d2
SIZE: Large
HD: 6d8
MOVE: 60
AC: 16
ATTACKS: 2 claws (1d8), bite (1d10), Tail (1d6)
SPECIAL: Darkvision 60 ft., scent, Damage Reduction 2/—, Rage 1/day. Climb
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid Abomination
TREASURE: 4
XP: 210+6



These beasts are the product of a combination of selective breeding, arcane influence and diabolical tampering. Contact with the essence of evil deities warps the natural structure of kobold eggs, resulting in a so called "Infernal Egg'.This ritual is difficult and vary rare, and the workings of its incantations are all but lost in the modern age.

When the infernal egg hatches a mutated kobold so vicious and large it is to only be described as ginormous! The ginormous kobold quickly matures, growing to a height of eight feet with unusually long arms and short squat legs, giving it the gait of a large ape as it lopes around on all fours. It has a huge kobold head fitted with a pair of pronged horns and hardened spines running down the length of its spine and slashing tail.

Ginormous mutant kobolds are hard to manage and control, but for the most part do not cause anything more than accidental death and misery to normal kobolds. For this reason, they are often relegated to living on the fringes of a kobold lair where they guard against more fearsome foes to the kobold clan that dwell in the subterranean deeps.

COMBAT: Ginormous kobolds lash out in all directions with teeth, claws, and tail. They are too stupid to have any real fear and know only how to offer pain and suffering to any that cross their path.

DAMAGE REDUCTION: The numbness of their nervous system, coupled with the thickness of their scales and horned back allow the Ginormous mutant kobold to shrug off the first 2 points of damage from any attack, be it physical, magical or otherwise. When a ginormous mutant kobold reaches 50% of its hit points from injury, it flies into a berserk rage.

RAGE: When injured to 50% of its hit points, the ginormous mutant kobold enters a rage, gaining an additional +1 to hit and +2 to all of its damage rolls and gaining an additional 2 temporary hit points per hit die and a +2 to all wisdom saves. The ginormous mutant kobold suffers a -2 penalty to armor class. This rage lasts for 7 rounds. At the end of this time, the ginormous mutant kobold loses all of its bonus-hit points and becomes winded, earning a -2 to attack rolls, and armor class. The ginormous mutant kobold is unable to run and suffers a -10 to its normal movement rate. The ginormous mutant kobold cannot willingly leave its rage in its attempt to slaughter everything in sight.

CLIMB: Ginormous Mutant Kobolds are proficient climbers, being able to scale walls as well as a Rogue of equivalent HD.

KOBOLD, ELITE

NO. ENCOUNTERED: 1d10
SIZE: Small
HD: 2d8
MOVE: 30 ft.
AC: 16
ATTACKS: Bite (1d2) or by weapon type
SPECIAL: Darkvision 60 ft., light sensitivity
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid Abomination
TREASURE: 2
XP: 10+2

Elite kobolds are the fruition of lengthy kobold breeding programs, resulting in a tougher, more resilient kobold. They are often found in the retinue of kobold chieftains, as servitors to kobold shamans or as the bodyguards of kobold kings. They are otherwise exactly like normal kobolds in every way.

LANTERN GOAT



NO. ENCOUNTERED: 1
SIZE: Medium
HD: 9 (d12)
MOVE: 40 ft.
AC: 18
ATTACKS: Head Butt (1d8) or 2 Hooves (1d6)
SPECIAL: Darkvision 60 ft., Fear Light, Lifesense 60 ft., Soul Capture
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 1200+9

This creature resembles a goat with tangled, patchy gray and white hair, and horns and hooves that appear to be made of stone. Its eyes are stark white. Around its neck hangs a dented and ugly iron lantern, glowing with a foul amber light.

Lantern goats are undead wanderers thought to be the coalescence of souls of people who died while lost in the wilderness. Just as normal goats sometimes drift from the shepherd's care and fall prey to the dangers of the wild, so too do humans and demi-humans often meet with a dire end while trekking alone in the hills.

Whether they die of exposure or become a predator's meal, these lost travelers usually journey in spirit form to the afterlife. Some, however, if they perish too close to a lantern goat, find their souls drawn into the fell receptacle the creature wears around its neck. The scarred and battered lantern that descends from the goat's neck serves to channel souls into the creature itself. As the goat moves through the hills, its lantern casts a sickening yellow glow that attracts the souls of the recently deceased. Lantern goats roam low mountains and foothills, damned to patrol the mortal realm in search of those who die alone.

COMBAT: How the lantern goat behaves in combat depends upon the number of adversaries it faces. Normally the goat preys on lone travelers, attacking them with its stony hooves and horns. If it encounters a group, the lantern goat emits a fear light from its lantern, intending to panic everyone in range and then pick them off individually. Anyone within 60 feet who falls to 0 hit points is subject to its Soul Capture ability. Note

that the lantern cannot be removed from the goat's neck, as it is actually a part of the creature itself.

FEAR LIGHT: A lantern goat can emit an ugly yellow light from the lantern around its neck at will. All creatures within 60 feet that view this light must succeed on a charisma save or be panicked with fear for 1d4+4 rounds (as the spell). A creature that succeeds on its save is immune to the fear light of that lantern goat for one day.

SOUL CAPTURE: Any living creature reduced to 0 or fewer hit points while within 60 feet of a lantern goat must succeed on a CL 1 charisma save or have its soul drawn into the lantern goat's lantern. The CL increases by +1 for every hit point the character is below 0 (e.g., a character at –3 hit points must save at CL 4). Once captured, the lantern goat slowly digests the creature's soul over a period of 1 hour, using it to fuel its dark energies. A creature slain in this manner can only be returned to life by a resurrection, true resurrection, wish, or miracle. Raise dead has no effect on such a slain creature.

LIFESENSE: A lantern goat notices and locates living creatures within 60 feet. It also senses the strength of their life force automatically.

GOBLIN, ROCK

NO. ENCOUNTERED: 1d4, or 5-50
SIZE: Small
HD: 2d6
MOVE: 30ft.
AC: 18
ATTACKS: By weapon
SPECIAL: Deepvision 80 ft., Hide, Damage Reduction 5, Meld into Stone, Shape Stone
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 2
XP: 17+2



These squat short-eared goblins have tiny black eyes and small sharp teeth set in their pointed heads. Their flesh has a stony appearance, so that when they stand still, they may be mistaken for a pile of rocks or a rough sculpture of a common goblin. Beneath this rocky skin are bones to match, making the small creatures exceedingly hard to kill. It is surmised that pure goblin stock was at some point mixed with the corrupted spirit of an earth elemental or stone giant, producing these mischievous creatures.

Rock goblins are prodigious tunnelers and miners, capable of clearing tubes of stone in a much faster fashion then their common cousins and with much greater attention to detail. They are greedy, using their innate magical powers to dig deeper for loot and gems than other races. Their pride is in using their powers to pierce the treasure vaults of other races and make off with huge quantities of loot.

ROCK GOBLIN CULTURE

Rock goblins consider themselves superior to their lesser cousins whom they tend to boss around and demean at will. There is a 20% chance that rock goblins may be found in the listed numbers amongst a common goblin settlement where they have placed themselves into positions of authority. For every 20 rock goblins, there is one who has the powers of a 3rd level fighter. For every 50 there is a chief who has the powers of a 6th level fighter.

COMBAT: Rock Goblins have no problems mixing it up in a fight, where they attack with pick or spear. Their favored tactics involve multiple rock goblins working in concert to create deep pits with which to capture their targets. Like soot goblins, rock goblins prefer taking prisoners as prisoners have a variety of unusual uses. Torture, slavery, or goblin pits all being sufficient ways of making more money.

HIDE: Rock Goblins hide as rogues of equivalent level or hit dice.

DAMAGE REDUCTION: Rock goblins have damage reduction of 5 over any physical attack due to their tough skin and hardened bones. This damage reduction is not overcome by magical weapons.

MELD INTO STONE: Once per day a rock goblin may meld into stone as the druidic spell. This power is used as a 2nd level caster.

SHAPE STONE: Once per day, a rock goblin may shape stone as the druidic spell of the same name. This power is used as a 2nd level caster.

GOBLIN, SOOT

NO. ENCOUNTERED: 1d4, or 20-200
SIZE: Small
HD: 1d8
MOVE: 30ft.
AC: 15
ATTACKS: By weapon
SPECIAL: Deepvision 80 ft., Hide, Move Silent, Traps, Fire Resistance (5). Acid resistance (5).
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 2
XP: 14+1

Heartier and more robust than their common brethren, soot goblins have narrow eyes which gleam gold in torchlight and stubby bulbous snouts, with long ears and strong fingers. Soot goblins are workers of earth and fire, having grown accustomed to the furnaces and foundries of the darkness. Their color ranges from dull green to brick red, often with mottled and piebald patches over various stretches of their bodies. Not that this matters, as they are often coated with a grimy sheen of coal, oil, and industrial waste.

Soot goblins are thick, muscular, aggressive, and industrious. They enjoy cobbling together broken bits of machinery into

killing machines, as well as the invention of progressively more heinous traps and explosive devices.

SOOT GOBLIN CULTURE

Soot goblin culture is organized in exactly the same manner as standard goblins as detailed in Monsters and Treasure. It is not uncommon for soot goblins and common goblins to share the same settlements. Intermarriage is common between soot goblins and common goblins with the offspring having a 50% chance of being born as a soot goblin or a common goblin. For every 20 soot goblins encountered there is 1 who is the equivalent of a 2nd level assassin. For every 100 encountered there is a captain who is the equivalent of a 5th level assassin and two warlocks who are the equivalent of 3rd level wizards. For every 200 encountered, there is one king who is either an 8th level wizard or 8th level assassin with all subsequent underbosses and hosts.

COMBAT: Soot goblins prefer to lead foes into traps to soften them up or disarm them. They seldom seek fights to the death, preferring to slink away in the gloom to return again with better traps and more aggressive allies. They favor clubs and nets to deadlier weapons, as a live prisoner is often worth more than a dead intruder. In spite of this philosophy there are few soot goblins that may be found without their hammer ended pick and chisel.

FIRE RESISTANCE: Constant interactions with lava, explosives, and super heated smelting forges have toughened the hide of the soot goblin beyond that of normal humanoids. Soot goblins have a resistance of 5 against magical and natural fire.

ACID RESISTANCE: Constant interaction with highly unstable chemicals has given the soot goblins resistance of 5 against both magical and natural acids.

HIDE, MOVE SILENT, AND TRAPS: Soot Goblins hide, move silently, and set or disarm traps as an assassin of equivalent hit dice or level. They are considered prime in the setting, disarming, and manufacture of traps and siege equipment.

GRAVE RISEN

NO. ENCOUNTERED: 1+2-5 Zombies
SIZE: Medium
HD: 5d12
MOVE: 30 ft.
AC: 15
ATTACKS: 2 claws (1d4 + blood poisoning)
SPECIAL: Blood Poisoning, +2 turn resistance, Animate dead
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 3
XP: 220+5

Grave Risen are worm eaten corpses that at first glance are completely identical to zombies. Their flesh is rank and rotting, their clothes tattered, and their nails long and caked with blood and charnel earth. Grave Risen are found near charnel houses,



cemeteries, and in crypts where the damned lie freshly buried. They do not speak, but are able to communicate with other undead and command zombies as an evil cleric rebukes undead.

COMBAT: Grave Risen attack with their filthy claws attempting to tear and mutilate its prey. Grave Risen do not devour their prey as ghouls do, but instead leave a trail of dead and broken bodies in their wake.

ANIMATE DEAD: Once per day, a grave Risen may animate dead as a 5th level caster. These animated dead rise as zombies assisting the grave risen on its deadly rampages.

BLOOD POISONING: Any creature hit by a claw attack from a grave risen must make a constitution save (Challenge Level 5) or contract a deviant form of blood poisoning. Those who fail, suffer 1 point of constitution damage per minute until they are cured with a neutralize poison spell or ranger special ability. Humanoids who die from this malady rise in 1d4 days as a grave risen.

GRULLMOSH

NO. ENCOUNTERED: 1d6 or 20-200
SIZE: M
HD: 2d8
MOVE: 30 ft.

AC: 13
ATTACKS: By Weapon +2
SPECIAL: Deepvision, Scent, Climb, Berserker
SAVES: P
INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 1
XP: 20+2

These hairy, debased subterranean creatures were once human but have changed through a thousand years as slaves or servants of the darkness. Standing between five and five and a half ft. tall, the grullmosh appear as short, hairy, bow-legged humanoids with large ears, flat faces, and large eyes developed to collect any and all available light. They are Stone Age beings, bearing weapons of flint and bone. Their language is a collection of grunts and signs, understood by few of the dwellers of the darkness. The grullmosh are agile climbers, and easily fit through narrow cracks and fissures of caverns, and dig extensive tunnel structures in packed earth. These tunnel lairs are filled with deadfalls and other simple traps.

COMBAT: Grullmosh attack from ambush, using atlatl, club, and stone spear to fell unsuspecting foes when attacking from pitch-blackness. Often these ambushes occur from above and behind their quarry, due to their extensive climbing abilities.

DEEPVISION: Grullmosh see 120 ft. in near total darkness, but suffer -2 to attacks and siege rolls when faced with daylight or magical light that is equivalent to the sun in brightness.

SCENT: The grullmosh's keen sense of smell allows them to track as a ranger of equivalent level.

CLIMB: The grullmosh climb as a rogue of equivalent level or Hit Dice.

BERSERK: When a grullmosh suffers ½ of its hit points in damage it enters a berserk state, suffering -2 to its armor class but adding an additional +2 to their damage total (for +4). Likewise, when one of the grullmosh enters a berserk state, all other grullmosh in sight, scent or hearing of the grullmosh must make a charisma save, or also fall into a berserk state.

HALF GIANT (HILL)

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 5d8
MOVE: 40 ft.
AC: 16
ATTACKS: 2 Fists (1d6), Weapon +3
SPECIAL: Twilight Vision
SAVES: Physical
INT: Low/average
ALIGNMENT: Chaotic Neutral
TYPE: Giant
TREASURE: 3
XP: 120+5



Brutish, and proud, these offspring of the mating between giants and men are often mistaken at first glance for ogres. Standing between eight and ten feet tall, Half-Hills are smaller, thinner, and slightly smarter than their giant parent. Social outcasts, they are generally bullied by giants and feared by humans due to their size and origin of their parentage.

COMBAT: Half-hill giants are capable of wielding human sized weapons one handed or giant sized weapons two handed. When wielding weapons, they gain a +3 to damage due to their great size and strength. When fighting bare handed, they prefer to pummel lightly armed opponents with their huge fists.

HALF-HILL GIANT CHARACTERS: Half-hill giant characters start with 3d8 HD and must earn and expend 3,000 experience points prior to taking their first "level" in a character class. These experience points are lost upon completion and the character starts at 0 experience in their chosen class. Half giant characters gain +3 to Strength, -3 to Intelligence. They have +2 to their natural armor class due to the thickness of their hide, and gain an unarmed attack dealing 1d6 points of damage + strength modifier.

HALF-OGRE

NO. ENCOUNTERED: 1 or 1-4
SIZE: Large
HD: 3d8
MOVE: 30ft.
AC: 15
ATTACKS: By weapon type +3.

SPECIAL:
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Medium
TREASURE: 2
XP: 40+3

Broad and stout, the half-ogres are brutes bred for violent deeds. Those who can command them find them to be more than serviceable bodyguards. Half-Ogres stand between six and eight ft. tall and are nearly as broad as they are tall, with long arms that stretch nearly to their knees and short bandy legs built to carry excessive amounts of weight. Their skin ranges from pale grey to mustard brown with hair running the gamut of rust brown, red, and black.

COMBAT: Half-Ogres wield human sized two handed weapons on one hand, and are capable of wielding weapons of larger size due to their broad shoulders, and large hands. Their blows deal greater damage due to their exceptional strength.

HALF OGRE CHARACTERS: Half-Ogre characters start with 1d8 HD and must earn and expend 1,500 experience points prior to taking their first "level" in a character class. These experience points are lost upon completion and the character starts at 0 experience in their chosen class. Half-Ogre characters gain +2 to Strength, -1 to intelligence and -1 to charisma. They have +1 to their natural armor class due to the thickness of their hide.

LARVULLAEM

NO. ENCOUNTERED: 1d6 or 2-24
SIZE: Medium
HD: 3d8
MOVE: 30ft., Climb 30 ft.
AC: 14
ATTACKS: By weapon and bite for 1d6, and sting for 1d4+venom
SPECIAL: Deepvision 80 ft. telepathic
SAVES: P
INT: average
ALIGNMENT: neutral
TYPE: Aberration
TREASURE: 2
XP: 35+3



Larvullaem are alien beings of the darkness, known to be tenders and farmers of the great fungi forests of the deep. Their bodies are fat and centipede-like with a pair of arms sprouting from the larger upper thorax segment. Its head is worm-like with a caterpillar's chewing mouth and shiny black disks located bilaterally that protect the multi-faceted eyes beneath. Their bodies are pale yellow-orange with green, black and white stripes running down their sides.

Larvullaem live in small community groups where they raise both edible and venomous fungus.

Larvullaem are generally safe from humanoid intrusions into their fungi groves, thanks in large part to their own natural immunity to fungus spores that are often deadly to other creatures.

COMBAT: When forced into battle, Larvullaem tend to fight with clubs and spears, stinging with their venomous tail and biting with their iron hard pincers.

TELEPATHIC: Larvullaem communicate in their own language of buzzes, clicks, and pheromones or through telepathy with humanoid creatures.

VENOM: A successful strike with its tail forces the Larvullaem target to make a constitution save vs. poison (Challenge Level 3) or be paralyzed for 2d4 minutes.

MARBUNTIS WORKERS

(Ant Man Worker)

NO. ENCOUNTERED: 1d10 or 20-200
SIZE: S
HD: 2d8
MOVE: 40 ft., Climb 20 ft.
AC: 14
ATTACKS: Bite for 1d4
SPECIAL: Darkvision 60 ft. Scent, Marbuntis Immunities
SAVES: P
INT: Average
ALIGNMENT: Lawful Neutral (evil)
TYPE: Monstrous Humanoid (Other Planar)
TREASURE: 1
XP: 10+1

Marbuntis workers are the bearers and laborers of Marbuntis society. They appear as small centaur like ant men, averaging three ft. in height, with an overall body length of five ft.

COMBAT: Marbuntis workers attempt to avoid conflict whenever possible, but when cornered attack with a bite.

IMMUNITIES: Marbuntis are immune to paralysis, paralyzing effects such as hold person, and stunning effects such as are created by sound burst, though they still suffer concussive damage. They have damage resistance of 5 over cold and electricity.

SCENT: Marbuntis have the scent ability due to their antennae, allowing them to track as a ranger of equal hit dice or level.

MARBUNTIS LEGIONNAIRE

(Ant Man Soldier)

NO. ENCOUNTERED: 1d10 or 20-200
SIZE: M
HD: 4d8
MOVE: 40 ft. Climb 20 ft.
AC: 16
ATTACKS: Bite for 1d6 or sting for 1d4+venom, Or by weapon
SPECIAL: Darkvision 60 ft. Scent, Marbuntis Immunities
SAVES: P

INT: Average
ALIGNMENT: Lawful Neutral (evil)
TYPE: Monstrous Humanoid (Other Planar)
TREASURE: 4
XP: 70+4

Marbuntis Legionnaires appear as centaur like ant-men with reddish brown carapaces, and wiry black hairs upon their legs and abdomen. They often wear additional armor over their insect carapace, such as chainmail and carry a shield. Marbuntis move about rapidly on their four lower legs, using their upper limbs as a man would use arms.

Hailing from a militant, otherworldly society where law is the rule, and the rule of the hive is law, the Marbuntis are a bizarre race of ant men whose primary objective is the conquest of the known planes of reality, so that reality may be re-organized to be more lawful and efficient. The Marbuntis legionnaires have conceived a most inventive solution to the dilemma of random inefficient colonies of creatures in the planes that they have explored. This solution of course involves the complete sanitization of all non-marbuntis, non-vegetable life forms.

COMBAT: Marbuntis begin encounters with longbows, or javelins, a lance, sword and shield. They fight as combined cavalry, and use strict formations, using their pheromones to give orders when their antennae and body language are not capable of being used.

IMMUNITIES: Marbuntis are immune to paralysis, paralyzing effects such as hold person, and stunning effects such as are created by sound burst, though they still suffer concussive damage. They have damage resistance of 5 over cold and electricity.

SCENT: Marbuntis Legionnaires have the scent ability due to their antennae, allowing them to track as a ranger of equal hit dice or level.

MARBUNTIS CENTURION

(Ant Man Officer)

NO. ENCOUNTERED: 1d10 or 20-200
SIZE: M
HD: 8d8
MOVE: 40 ft. Climb 20 ft.
AC: 18
ATTACKS: Bite for 1d6 or sting for 1d4+venom, Or by weapon
SPECIAL: Darkvision 60 ft. Scent, Marbuntis Immunities, Spell Like Abilities
SAVES: M and P
INT: Superior
ALIGNMENT: Lawful Neutral (evil)
TYPE: Monstrous Humanoid (Other Planar)
TREASURE: 6
XP: 450+8

Marbuntis centurions are a more highly evolved breed of the Marbuntis race. These creatures are slightly larger and a deeper red color than their lesser kin. Typically they are also decked out



in much finer armor and bear weapons of greater quality. They bolster their allies with a combination of spells and skill at arms. Always honorable, they have a difficult time understanding unordered minds and quest against chaos in all its permutations.

IMMUNITIES: Marbuntis are immune to paralysis, paralyzing effects such as hold person, and stunning effects such as are created by sound burst, though they still suffer concussive damage. They have damage resistance of 5 over cold and electricity.

SCENT: Marbuntis Legionnaires have the scent ability due to their antennae, allowing them to track as a ranger of equal hit dice or level.

SPELL LIKE ABILITIES: Marbuntis Centurions cast the following spells as an 8th level cleric.

0th—Detect Chaos, Detect Magic, First Aid, 1st—Command, Cure Light Wounds, Protection from Chaos. 2nd—Hold Person, Silence. 3rd—Dispel Magic, Magic Circle against Chaos, Prayer. 4th—Freedom of Movement, Neutralize Poison.

MARGOYLE

NO. ENCOUNTERED: 1d6
SIZE: Large
HD: 8 (d8)
MOVE: 45 ft. 75ft. (fly)
AC: 18

ATTACKS: 2 Claws (1d6), Bite (1d6), Gore (1d6)
SPECIAL: Darkvision 60 ft., Freeze
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Monstrous Humanoid
TREASURE: 6
XP: 450 +8

Margoyles are larger, crueler cousins of gargoyles. Standing nearly eight ft. tall, marbled-like skin is covered in sharp rocky spines. Treacherous and thoroughly evil, margoyles are most commonly encountered amongst large groups of gargoyles serving as their lord and master. Where margoyles are encountered in groups, they typically work as servants and enforcers to greater and more malevolent entities as themselves, entrusted with guardianship of treasures or as jailors and torturers.

COMBAT: Like gargoyles, margoyles prefer to attack from situations of surprise. Margoyles are also 20% likely to bear weapons, preferring magical two-handed weapons such as spears, tridents, two-handed swords and great axes. When wielding large two-handed weapons, Margoyles deal an additional +2 points of damage reflecting their great strength.

FREEZE: When in an area containing statues or ruins, margoyles are able to remain perfectly still. This allows them to remain virtually undetected. In these circumstances, characters may make their wisdom checks from surprise against Challenge Level 10.

MORTUARY CYCLONE

NO. ENCOUNTERED: 1
SIZE: Large (40 ft. tall)
HD: 30 (d12)
MOVE: 40 ft.
AC: 27
ATTACKS: Slam (3d12)
SPECIAL: Create Spawn, Desecrating Aura, Darkvision 120 ft., Energy Drain, Necrocone, SR 19, Whirlwind
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Undead (Unique)
TREASURE: None
XP: 31000+30

A whirling and spinning cyclone of dirt, bone fragments, and body parts rapidly advances toward you. It stands about 40 feet tall. From its central form you see two large arm-like appendages emerge, ending in clench fists.

A mortuary cyclone is an undead creature born when living creatures tamper with or desecrate a mass grave (either magically or naturally). Though not evil by nature, the destruction a mortuary cyclone leaves in its wake is legendary. These creatures simply decide on a direction to move, and much like a natural occurring tornado, they move in that direction without regard to who or what stands in their way. A single mortuary cyclone is more than capable of destroying a village or small town in a very short time if left unchecked. Mortuary cyclones feed on the energy of living creatures. Such creatures caught in the path of a mortuary cyclone are sucked into its central form and pummeled by high-speed winds, bone fragments, and negative energy. Slain creatures are deposited on the ground where they rise as undead "slaves" in command of the mortuary cyclone. A mortuary cyclone appears as a 20-foot-tall or taller tornado composed of grave dirt, bone fragments, and body parts all swirling around in its whirlwind form. A mortuary cyclone seems to understand Common, but it is unknown whether or not the creature itself can actually speak.

COMBAT: A mortuary cyclone attacks by forming pseudo-fists from its whirlwind form and pummeling its foes or by absorbing them into its whirlwind (its favored method of attack). A mortuary cyclone simply has to move into a creature's space to pull it into its cyclonic form. It continues raining its fists down on creatures that avoid its whirlwind, all the while, firing a burst of bone fragments and negative energy at foes attempting to keep their distance. A mortuary cyclone's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

CREATE SPAWN: Any living creature slain by a mortuary cyclone's necrocone attack (see below) or energy drain attack becomes a spectre in 1d4 rounds. Spawn are under the command of the mortuary cyclone that created them and remain enslaved until its destruction.

DESECRATING AURA: A mortuary cyclone emanates an aura of desecration within a 50-foot radius centered on its body. Clerics in the area take a -6 penalty on turning checks, undead within the area gain a +2 bonus on attack rolls, damage rolls, and saves, and undead created within the area have +2 hit points per HD. Further, anyone casting animate dead within 50 feet of a mortuary cyclone creates as many as double the normal amount of undead (4 HD per caster Level instead of 2 HD per caster level). A dispel evil spell cast on a mortuary cyclone by a caster of 18th level or higher nullifies its desecrating aura for 1 minute per caster level.

ENERGY DRAIN: A creature caught in the mortuary cyclone's whirlwind must succeed on a CL 5 constitution save each round it remains trapped or lose two levels or hit dice. (If the save succeeds, the creature does not lose levels.) For each level lost, the mortuary cyclone heals 5 points of damage. It the amount of healing would heal the mortuary cyclone above its normal hit points, it gains any excess as temporary hit points. A mortuary cyclone does not drain levels with its slam attack.

NECROCONE: Once every 1d4 rounds, a mortuary cyclone can blast forth a mass of bone fragments, debris and negative energy in a 30-foot cone. Creatures caught in the cone take 6d6 points of damage. An affected creature that succeeds on a CL 5 dexterity save reduces the damage by half. Undead within the area of a necrocone heal a number of hit points equal to the amount of damage (6d6) the attack would otherwise deal. An undead creature cannot gain temporary or bonus hit points from a mortuary cyclone's necrocone.

WHIRLWIND: A mortuary cyclone is 5 ft. wide at the base, 30 ft. wide at the top and about 40 ft. tall. The mortuary cyclone can control its exact height, but it must be at least 10 feet. Opponents touching or entering the mortuary cyclone (or if the cyclone moves into another creature's space) might be lifted into the air if they are 20 or more feet smaller than the mortuary cyclone. An affected creature must succeed on a CL10 dexterity save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second CL 10 dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking 3d6 points of damage each round. A creature that can fly is allowed a dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the mortuary cyclone carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on an intelligence check (CL 5 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to dexterity and a -2 penalty on attack rolls. The mortuary cyclone can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The mortuary cyclone can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A cloud of dirt and debris always follows the mortuary cyclone where its base touches the ground. This cloud is centered on the mortuary cyclone and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including Darkvision, beyond 5 feet.

MUMMY OF THE DEEP

NO. ENCOUNTERED: 1, 2-5
SIZE: Medium
HD: 7 (d12)
MOVE: 20 ft., Swim 20 ft.
AC: 20
ATTACKS: Slam (1d12 + Curse)
SPECIAL: Control Water, Curse of the Deep, Darkvision 60 ft., Despair, Resistance: Fire (half)
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: 4
XP: 720+7

This rotting and bandaged humanoid slides with a slight gait as it moves. Its body is covered in tattered and torn bandages. Seaweed hangs from its unliving form and water drips in a constant state from its desiccated form.

A mummy of the deep is an undead creature that lairs in the depths of the sea. It is the result of an evil creature that was buried at sea for its sins in life. The wickedness permeating the former life has managed to cling even into un-life and revive the soul as a mummy of the deep.

COMBAT: A mummy of the deep attacks with its slam attack, attempting to grapple an opponent and use its Curse of the Deep ability.

Curse of the Deep: On a successful grapple check against a creature up to its size, a mummy of the deep presses its lips against an opponent's and regurgitates seawater into the opponent's lungs. Each round thereafter, for the next 10 rounds, the victim must make a constitution save or take 1d4 points of damage that round. Three consecutive successful saves means the character has coughed up enough water to shake the effects of this attack and takes no further damage. An affected creature can take no actions other than to defend itself in any round it takes damage from this ability. At 0 or less hit points, the victim falls unconscious. In the next round, he drowns. Holding one's breath does not prevent drowning (water is already in the lungs). A remove curse or heal spell halts the damage if applied before the creature reaches 0 or less hit points.

DESPAIR: The mere sight of a mummy causes an opponent to become unnerved, shaken and repulsed. This effect is identical to the spell fear. In addition, all opponents require an additional charisma save. If the save fails, that victim is paralyzed by the mummy's presence, and remains so for 1d4 rounds. Humans gain a +2 bonus to resist this effect. There is safety and security in numbers, however. All individuals in a group will gain a +1 bonus if group members outnumber mummies present by at least 6 to 1. This bonus is cumulative to the bonus given to humans. For example, if two mummies are present, 12 group members are required to gain a +1 bonus, giving humans a total of +3.

CONTROL WATER: Once per day, a mummy of the deep can control water (as the spell).

SUBJECT TO RAISING: A mummy targeted by a raise dead spell must succeed at a physical save or be restored from un-death. Most will be transformed into a human fighter of 7th level, but a mummy will typically assume the race and class it had in life. However, the corruption of un-death lingers, and these individuals will retain the lawful evil alignment.

NIGHTMARE BAT

NO. ENCOUNTERED: 2-24, 5-100
SIZE: Large
HD: 5 (d8)
MOVE: 20 ft. Ground, 100 ft. (Fly)
AC: 16
ATTACKS: 2 Claws 1d6, and Bite 2d6
SPECIAL: Dive, Blood Drain, Sonar, Scent, Track, Terrifying Shriek
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
XP: 140+5

These monstrous cavern dwellers have a wingspread of 24 ft. and often dwell along the ceilings of massive caverns or deep in primeval forests. Nightmare bats are covered in dark fur from head to talon with broad, leathery wings and a flat snout. They have broad, heavily curled ears capable of detecting the minutest of sounds. Their eyes are sightless and give off a blood

red glow in torchlight. Their mouth is filled with razor sharp teeth designed to pierce flesh and drain its prey of the primal juices that flow beneath the skin.

Nightmare bats are sometimes tamed by the dwellers of the great subterranean darkness and used as mounts. In this capacity, they give their riders a wide net from which to hunt, extending more than a sixty moonlit miles before they must return to their lair and rest.

COMBAT: Nightmare bats attack with a bite and ripping motion with their clawed feet. They enter combat by taking a steep dive at a foe, pulling up at the last moment to snatch their prey with feet or catch whole smaller beings such as giant moths in their gory jaws. They prefer to prey upon other mammalian creatures that are drained of blood. Nightmare bats initiate their attack with a piercing shriek that terrifies prey, freezing them in place, so that they may more easily capture their feast.

DIVE: Bats quadruple their speed when entering a dive so long as they have at least double their standard movement rate in distance. Thus, if a bat has two hundred feet until it reaches the ground, it can move that distance and back to its original position in a single round.

BLOOD DRAIN: Nightmare bats that make a successful bite attack latch on to their foe and continue to drain 2d6 points of damage. Nightmare bats are sated when they drink half of their hit points in blood.

SONAR: Nightmare bats cannot see but maneuver through the cavernous confines and winds of the night with natural sonar, moving as if they have full sight.

SCENT: Bats have powerful sense of smell, and use smell as well as their sonar to "see".

TRACK: Bats have the ability to track as a ranger of 5th level.

TERRIFYING SHRIEK: The shriek of a nightmare bat terrifies prey, and forces the victim to make a charisma save vs. fear (Challenge Level 5) or be paralyzed for 1d4+2 rounds.

ORC, NETHER

NO. ENCOUNTERED: 2-12 or 20-200
SIZE: Medium
HD: 2d8
MOVE: 30 ft.
AC: 18
ATTACKS: by Weapon +2
SPECIAL: Demonic Traits; Brutal Kingdom; Fearless
SAVES: M, P
INT: Normal
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 2
XP: 47+2

The unholy armies of the Orc God Gathaak are filled with an



unending host of his demonic progeny. Nether orcs appear as larger, meatier versions of their terrestrial kin, being possessed of prodigious strength; they deal an additional +2 points of damage when armed with the black cleavers of Gathaak's brutal kingdom.

Nether orcs are immune to pain, fear, and fear causing magical effects. As subjects of the brutal kingdom, they automatically deal double damage on a natural 20.

ORC, RUHK

NO. ENCOUNTERED: 2-12 or 20-200
SIZE: Medium
HD: 1d10
MOVE: 30 ft.
AC: 14
ATTACKS: by Weapon +1
SPECIAL: Darkvision 60 ft., Blood Lust, Scent
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 1
XP: 47+2

Ruhks are larger than standard orcs with skin that ranges from

yellow to olive green and on to light brown, and with 1% of the time, a granite grey. Their heads are covered in thick, matted hair. As it is often infested with lice, Ruhks are likely to have their head shaved, especially around their ears and along the back of their neck where lice seem to propagate the most. Ruhks are larger, stronger, smarter, and more resilient than common orcs and make up approximately 25% of an orc tribe's population, where they quickly take on roles as warband leaders and chieftains. It is surmised that they are a long mixed progeny of orcs who have mixed back with half-orcs, hobgoblins, and various semi-humans species. Questions of their lineage are often met with an axe to the face, as ruhks tend to despise half-orcs and see them as weak or arrogant.

Ruhks have better armor then their lesser cousins, and bear better quality weapons, most frequently lifted from the battlefield. Unlike common orcs who suffer heavily in even overcast skies, the ruhk is only affected by sunlight when placed in direct sunshine or when facing the brilliance of magic that emulates the power of a planes native sun.

Ruhks are capable of excelling in character classes, especially as fighters, rangers, barbarians, clerics, and druids.

BLOOD LUST: Once wounded Ruhks deal an additional +1 point of damage per successful attack as their own blood entices them to greater damage in battle.

SCENT: Ruhks can sniff out prey and track as a ranger of equivalent hit dice.

PHASMA

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 12d12
MOVE: 30 ft., Fly 40 ft.
AC: 18
ATTACKS: Incorporeal Touch, 1d6 +1d4 intelligence Drain
SPECIAL: Undead, Incorporeal (+2 magic or better to hit), darkvision 60 ft. Spell-Like Abilities.
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Incorporeal Undead
TREASURE: 10
XP: 2200 +12

Phasma appear as human sized hooded spectral entities with faces hidden by a mask of dreadful shadow. Phasma are created when a being is slain by the effects of a phantasmal killer spell. Phasma hate illusionists and wizards above all other living beings and seek to revenge themselves upon such arcanists without provocation. Phasma feed upon the intelligence of its foes, devouring their reason and ability to use deductive feedback from the situation that faces them.

COMBAT: Phasma float through combat feasting on the memories of its foes with a touch, learning their fears and transforming their fears into deadly attacks with their spell-like abilities. They seek to sink their spectral claws into as many foes as possible before turning to its deadliest attacks. Phasmas threatened with destruction attempt to flee their attackers, tracking them, and pursuing them individually until they have exacted their revenge.

PHANTASMAGORIA: Twice per day a phantasm may attempt a phantasmagoria, generating an image based on the fears of its victims. The phantasm plants the image of the most feared monster each victim within a 30 ft radius can imagine. Victims who fail their intelligence save (Challenge Level 12) suffer 6d6 points of damage and must make a constitution Save (Challenge Level 12) or die of a fright inspired heart attack. Those who make their save suffer 4d6 points of damage as the illusory attacks cause them to injure themselves as they attempt to battle their own tortured imagination. A creature that makes his save vs. this horrible mental attack is immune to the phasma's phantasmagoria attack for the rest of the day.

SPELL LIKE ABILITIES: The phasma may use the following spell like abilities as an 8th level Spellcaster of the appropriate type.

3/Day: *Dispel Magic, Protection from Good/Evil*

1/Day: *Unholy Aura, Unholy Word*

INTELLIGENCE DRAIN: The touch of the phasma deals 1d4 points of temporary intelligence Damage.

RED JESTER



NO. ENCOUNTERED: 1
SIZE: Medium
HD: 15 (d12)
MOVE: 30 ft.
AC: 25
ATTACKS: Mace (1d6 + Dance)or Jester's Deck
SPECIAL: Dance of Comedy and Tragedy, Darkvision 60 ft., Frightening Cackle, Jester's Deck, Jester's Hideous Laughter, Unassailable Mind
SAVES: M
INT: High
ALIGNMENT: Chaotic Neutral (evil)
TYPE: Undead Outsider
TREASURE: 13
XP: 7900+15

This hideous and frightening humanoid is arrayed in a lunatic's vision of brightly colored clothes, floppy shoes, and a bright red jester's cap complete with jingling bells. The monster has a never–changing smirk or smile on its macabre visage.

Red jesters are thought to be the remains of court jesters put to death for telling bad puns, making fun of the local ruler, or dying in an untimely manner (which could be attributed to one

or both of the first two). Another tale speaks of the red jesters as being the court jesters of the Demon Prince of Whimsy and Madness, sent to the Material Plane to "entertain" those whom the prince has taken a special interest in. The actual truth to their origin remains a mystery. While they can be encountered from the coldest to the warmest regions of the world and on any type of terrain, a red jester is generally encountered near civilized areas. Though it is undead now, the creature still delights in entertaining living creatures through its humor. Red jesters speak Common and at least two other languages and often engage in humor during combat, spilling bad puns and riddles at their opponents. Some red jesters, in an effort to disguise their undead nature don elaborate masks or wear makeup.

COMBAT: A red jester opens combat using its frightening cackle attempting to affect as many opponents as possible. Those that resist its effects are assailed with its magical playing cards and mace. During the entire combat, the red jester talks, laughs, and tells jokes and riddles.

FRIGHTENING CACKLE: A red jester can unleash a fear-inducing cackle once per round in addition to any other actions. Anyone within 60 ft. that hears it must make a successful charisma save or run away in fear for 2d4 rounds. Whether or not the save is successful, an affected creature is immune to the same red jester's fear cackle for one day.

JESTER'S HIDEOUS LAUGHTER: This ability afflicts the subject with uncontrollable laughter. The target collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. The laughter lasts for 4+1d4 rounds. After the laughter ends, the target can act normally. Only one subject can be targeted per round.

A creature with an intelligence score of 2 or lower is not affected. They must otherwise make a successful charisma save to avoid these effects.

JESTER'S DECK: The red jester uses a deck of playing cards in combat that functions as a deck of many things (see Monsters and Treasure from Troll Lord Games). Once per round, the red jester can draw a single card and throw it at an opponent to a range of 20 ft.. This requires a successful ranged touch attack. If successful, the card takes effect that round and affects the target just as if he had drawn a card from a deck of many things. A red jester can draw the same card more than once. The playing cards only function in the hands of a red jester. To anyone else, they are merely normal playing cards. The effects of the cards last 24 hours. Beneficial as well as baneful cards can be drawn and used.

DANCE OF COMEDY AND TRAGEDY: If a red jester strikes an opponent with its mace, the creature must make a successful intelligence save or begin the Dance of Comedy and Tragedy. Each round, for 2d6 rounds, the target must dance, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on dexterity saves, and it negates any AC bonus granted by a shield the target holds. In addition, the target loses 5 hit points per round of dancing, due to the draining nature of the activity. The target alternates between hideous laughter and wretched sobbing the length of the dance.

UNASSAILABLE MIND: Anyone targeting a red jester with a thought detection, mind control, or telepathic ability must succeed on a wisdom save or suffer the effects of an insanity spell.

ROCKWORM

NO. ENCOUNTERED: 1-2 or 2d6
SIZE: Small
HD: 1d6
MOVE: 30ft., Burrow 30 ft.
AC: 14
ATTACKS: Bite 1d4
SPECIAL: Tremor sense, detect metals
SAVES: P
INT: animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 1
XP: 10+1



Rockworms are 2-3 foot long beings of immense strength whose diamond hard jaws are capable of burrowing through even the hardest of diorite. Generally they are found near faults where they are attracted to the tectonic vibrations. Despite their immense appetite for stone, they dislike the taste of ore and metals, turning away from it at any opportunity. The byproduct of their devouring is a rich coal capable of producing a variety of fossil fuels.

Rockworms are cultivated by soot goblins that use them to refine coal into more intensely burnable material. Soot goblins also enjoy racing the creatures on metal tracks, which cause the creatures great discomfort but no actual physical damage.

SHADOW, LESSER

NO. ENCOUNTERED: 1, (led by 1 Shadow)
SIZE: Medium
HD: 1 (d12)
MOVE: Fly 40 ft.
AC: 12
ATTACKS: Touch (Strength Drain)
SPECIAL: Blend, Strength Drain, Incorporeal
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 10+1



This creature appears to be a humanoid constructed of living darkness.

According to ancient texts, masters of the arcane arts created beings of living darkness to aid and protect them. These beings, known now as shadows, were formed through a combination of darkness and evil. Other beings of darkness, lesser beings not quite as powerful as the originals were also created. These creatures became known as lesser shadows. Though not as powerful as their stronger relatives, lesser shadows are every bit as evil. A lesser shadow is completely indistinguishable from a standard shadow. Like its brethren, it is a creature of living darkness. A lesser shadow is 5 or 6 ft. tall and weightless. Lesser shadows do not speak.

COMBAT: Lesser shadows hide in darkness, springing to attack when living opponents wander too close.

They are often led in combat by a shadow. Unlike normal shadows, lesser shadows do not create spawn (though it is rumored that a variant of the lesser shadow can in fact create spawn).

BLEND: In darkness, a lesser shadow is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If several bright light sources are used (3 or more lanterns or the equivalent), or magical light is cast forth, a lesser shadow can be seen and combated normally.

STRENGTH DRAIN: A lesser shadow drains 1 point of strength from a living foe with each attack. A creature reduced to strength 0 by a lesser shadow dies. The target does not rise as a shadow from this attack.

SHADOW RAT

NO. ENCOUNTERED: 6-11
SIZE: Small
HD: 1/2 (d12)
MOVE: 15 ft.
AC: 14
ATTACKS: Bite (1d2 + 1d2 Strength Drain)
SPECIAL: Darkvision 60 ft., Disease, strength Drain
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Undead (Extraordinary)
TREASURE: 3
XP: 12+1



This creature appears as a semi-solid rat with rotting flesh, torn and matted fur, and reddish, blazing eyes. Its translucent skin shows discolored bones and muscles.

Shadow rats are essentially undead rats that can assume an incorporeal form. Other than their semi-translucent form (which they maintain regardless of their incorporeal state or not), they resemble their earthly counterparts in all respects.

COMBAT: Shadow rats attack relentlessly with their bite attack. Unlike normal shadows, shadow rats do not create spawn.

DISEASE: Rat Fever—bite, CL 2 constitution save, incubation period 1d3 days, damage 1d3 dex and 1d3 con.

STRENGTH DRAIN: A shadow rat drains 1d2 points of strength from a living foe with each attack. A creature reduced to strength 0 by a shadow rat dies. The target does not rise as a shadow from this attack.

SHADOW BLEND: In darkness, a shadow rat is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If several bright light sources are used (3 or more lanterns or the equivalent), or magical light is cast forth, a shadow rat can be seen and combated normally.

SHADOW RAT SWARM

NO. ENCOUNTERED: 1
SIZE: Large
HD: 6 (d12)
MOVE: 30 ft.
AC: 16
ATTACKS: Swarm touch (2d6 + 1d2 strength Drain)
SPECIAL: Blend, Distraction, strength Drain, Incorporeal, Size
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 350+6

A squirming and squeaky mass of rats with writhing, wispy forms, and reddish blazing eyes moves toward you. Their semi-translucent skin shows discolored bones and muscle.

Shadow rats are essentially undead rats that can assume an incorporeal form. Other than their semi-translucent form, they resemble their earthly counterparts in all respects. A shadow rat swarm is simply a massive number of shadow rats that have cluttered or banded together for survival or food. Shadow rat swarms can be found just about anywhere, but are most commonly encountered near graveyards, ruined temples, and haunted sewers.

COMBAT: A shadow rat swarm attempts to surround and envelop its opponent in its form. A shadow rat swarm deals 2d6 points of damage plus 1d2 points of strength Drain damage to any creature whose area it occupies at the end of its move.

BLEND: In darkness, a shadow rat swarm is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If several bright light sources are used (3 or more lanterns or the equivalent), or magical light is cast forth, a rat swarm can be seen and combated normally.

DISTRACTION: Any living creature that begins its turn in the area of a shadow rat swarm is nauseated for 1 round; a constitution save negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires an intelligence check.

STRENGTH DAMAGE: A shadow rat swarm drains 1d2 strength from a living foe with its attack. A creature reduced to strength 0 by a shadow rat swarm dies. The target does not rise as a shadow from this attack.

SIZE: A shadow rat swarm is composed of many hundred shadow rats. The rats scurry and cover each other and any targets in the area they occupy. A shadow rat swarm fills a 10 ft. by 10 ft. area, or a 5 ft. by 20 ft. line, or any combination that equals 100 square feet. It's a lot of rats! Any target caught inside the area of a shadow rat swarm at the beginning of its turn automatically takes the listed damage per round regardless of AC.

SKELETON, SMALL BEAST

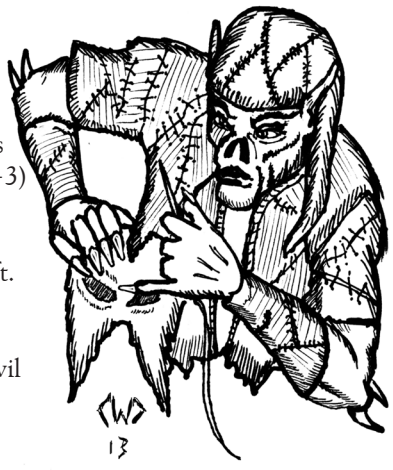
NO. ENCOUNTERED: 1d10 or 20-200
SIZE: S
HD: 1d6
MOVE: 30 ft.
AC: 16
ATTACKS: 2 claws for 1d2, bite for 1d6
SPECIAL: Undead Traits
SAVES: P
INT: Non
ALIGNMENT: Neutral (evil)
TYPE: Common Undead
TREASURE: 1
XP: 10

These small skeletal creatures are typically raised from the skeletal remains of dogs, cats, wolves, coyotes and the like. Some necromancers prefer raising them up as they can get twice as many smaller minions from a single casting of Animate Dead as they would the larger humanoid skeleton stock.

COMBAT: Small beast skeletons attack with two front claws and a bite.

SKIN STITCHER

NO. ENCOUNTERED: 1 or 2-4 (hunting party)
SIZE: Medium
HD: 7d8
MOVE: 30 ft.
AC: 18
ATTACKS: 2 Chain Rakes (2d4+3), or 2 Claws (1d4+3)
SPECIAL: Rage, Critical Hit, Trip/Disarm, Skin Scent, Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 5
XP: 1200+7



These gaunt humanoid aberrations dress themselves in the flesh of their victims, patching together skin suits of gruesome countenance. They slay on a whim, carving the skin of their victims from their bodies and devouring the meat that it hides. Skin stitchers prefer the flesh of humanoid beings above all other sport. Under their hand crafted skin suits they appear as skinless men with taught muscle over sharp bone.

While wearing the skin of another humanoid, they are difficult at first glance to distinguish from a man, elf or half elf, requiring a successful wisdom check (Challenge Level 7) to recognize that something aside from hideous disfigurement is off about them.

Skin stitchers make a very tough but pliable form of leather armor from the hides of their victims. A skin suit of humanoid flesh offers +4 armor class protection when worn by other creatures. It has triple the value of normal leather armor in certain markets, however wearing it is considered an evil act by the gods of good and most civilized nations of neutral or good alignment consider the ownership of a skin suit grounds for execution or imprisonment.

COMBAT: Skin stitchers rake their prey with hooked chains slicing and tearing away skin and muscle with each successful strike. They are experts with their chains and may attempt to trip or disarm opponents in order to increase their chances of success against their prey.

CRITICAL HIT: Skin Stitchers who score a natural 20 with their chains automatically deal triple damage to their opponents.

TRIP/DISARM: Skin stitchers are considered to have an 18 strength for purposes of trip and disarm attempts.

SKIN SCENT: Skin stitchers automatically track any creature with natural skin at a range of 1/4th mile, moving unerringly to their prey.

RAGE: Once wounded a skin stitcher enters a rage similar to the barbarian's primal fury, gaining a +2 to damage and 12 temporary hit points. This rage lasts 7 rounds. Their armor class suffers a -2 penalty as a result of their wild strikes.

STIRGE, GIANT

NO. ENCOUNTERED: 1d4 or nest 2d8 and 3-36 regular stirges
SIZE: Medium
HD: 4d8
MOVE: 20 ft. Fly 40 ft.
AC: 15
ATTACKS: Proboscis (1d8),
SPECIAL: Impale (3d8), Blood Drain, Darkvision 60 ft., Agility
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 4
XP: 100+4



These fleshy mosquito-like horrors have a vaguely humanoid head covered with grimy hair and huge bulging insect-like eyes. A sword-like proboscis extends from its face with which it drains the blood of the living. Giant stirges tend to dwell in swamps and warm caverns filled with stagnant water. They are as often as not found in mixed swarms with their smaller cousins. Giant stirges are between five and seven ft. long from snout to tail, and have a 15 ft. wingspread.

Despite their added size, the giant stirge is every bit as agile as its smaller relative. Stirges attack by diving onto their prey from above.

COMBAT: Giant Stirges dive onto their prey, stabbing them with their proboscis.

BLOOD DRAIN: Once they successfully attack their prey, they begin draining blood from their target at a rate of 1d8 hit points per round. The giant stirge drinks 24 hp worth of blood in this matter before its thirst is sated, at which time they voluntarily release themselves from their prey and fly off to their nest to feed their young.

IMPALE: If a giant stirge strikes its prey with its sword-like proboscis on a natural 20, it deals 3d8 points of damage.

AGILITY: A giant stirge is extremely agile when attacking while flying. It gains a +3 to attacks launched from the air and gains a +3 to dexterity based checks.

SOUL REAPER

NO. ENCOUNTERED: 1
SIZE: Large
HD: 15d12
MOVE: 40 ft.
AC: 25
ATTACKS: Large Scythe (2d6+6 damage)
SPECIAL: Soul Slash, Spell Like Abilities, Inseparable Weapon, Damage Reduction 5/Silver or Magic, Spell Resistance 15, Darkvision 60 ft.
SAVES: M/P
INT: Genius
ALIGNMENT: Neutral (evil)
TYPE: Undead (Extraordinary)
TREASURE: 13
XP: 3600+15

Soul reapers appear as a 12 ft. tall hooded entity wrapped in tattered robes of pitch black. Soul Reapers are unholy creatures with a pure hatred of the living and a lust for powerful souls. They bear a wicked silver bladed scythe. Typically they traverse the multitude of planes killing without compassion any living being that crosses their path. Servants of death gods, they harvest the spirit of the living for their otherworldly masters efficiently and without feeling or remorse. Soul reapers are drawn to the most powerful souls, be they good or evil, to deliver up to their godly masters as tribute. After collecting its quota of souls, the reaper vanishes to deliver up its prize to its patron deity.



COMBAT: Soul Reapers attempt to start combat by ambush, using its spell-like abilities to the best of its power alternately blinding and deafening opponents before floating into melee with broad strokes of its wicked scythe.

SOUL SLASH: On a roll of natural 20 with its scythe, the victim of a Soul Reaper's attack must make a successful charisma save (Challenge Level 15) or have its soul torn from its body and absorbed into the Reaper's scythe. Victims slain in this manner crumble to dust in 24 hours. The scythe may hold up to four such harvested souls. Souls may only be reclaimed if the Soul Reaper is destroyed and its Scythe destroyed on consecrated ground after anointing it with holy water. This must be achieved within 24 hours or before the reaper has collected four souls. If the body has already turned to dust, it may be recalled after the destruction of the Scythe through the use of wish, or true resurrection spells. If the scythe is destroyed, all trapped souls seek their original body should one still remain. Soulless bodies wander as ghosts.

SPELL LIKE ABILITIES: The soul reaper may cast the following spells as a 12th level caster.

At Will: *Bane, Desecrate*

1/Day: *Blindness, Deafness, Symbol of Pain, Unholy Aura*

INSEPARABLE WEAPON: A soul reaper has a mystic bond with its scythe, and may not be disarmed. The only way to gain the reaper's scythe is to destroy the Soul Reaper.

DAMAGE REDUCTION: Soul Reapers have damage reduction of 5 vs. ordinary weapons and attacks. They take normal damage from magic or silver weapons and double damage from holy water.

SPECTRAL HERO

NO. ENCOUNTERED: 1-12
SIZE: Medium
HD: 4d12
MOVE: 30 ft.
AC: 18
ATTACKS: 1d8 (Spectral Longsword)
SPECIAL: Non-corporeal, +4 damage against opposed alignment, fear on successful strike.
SAVES: M
INT: High
ALIGNMENT: Any
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 90+4



Spectral Heroes are the undead spirits of heroes who served well their deity in life. Known by various names, such as einherjar, ghost warriors, or similar names through various cultures, the spectral heroes may be sent to guard sites held holy by their god.

Spectral heroes are translucent, but seen dressed in the armaments and garb that they wore in life.

COMBAT: Spectral heroes are non-corporeal, attacking with spectral weapons that ignore the armor class of opponents and deal 1d8 points of damage. Their blows strike fear into the hearts of those who oppose the authority of their god.

INCORPOREAL: Projections from the mists of the ethereal, spectral heroes may only be struck by magical weapons, blessed/cursed weapons, or weapons anointed with holy/unholy water. When fought in the ethereal plane, they may be struck with non-magical weapons. Their attacks ignore physical armor but do not ignore magical enhancements that the armor may possess. For example a victim wearing +3 chain mail retains the +3 enchantment bonus which the armor affords.

FEARFUL BLOW: Targets of opposed alignments on the good/evil or law/chaos axis must make a charisma save (CL4) vs. fear or flee in terror for 1d6 rounds from the spectral hero. Once a save is made, or fear is recovered from, the target cannot again be affected by this fear for 24 hours.

HOLY/UNHOLY DAMAGE: Spectral heroes deal an additional +4 points of damage to enemies of opposing alignment on the good vs. evil axis.

THUNE

It is uncertain which pit, hell, or plane of existence these foul beings originally crawled forth from. Servitors of Soagoth and other dark unspeakable gods of chaos, the thune are believed to be more of a rumor or bogeyman than an actuality.

The thune possess a vast and cunning intellect, most often turned towards their perverse science and the practice of their prodigious mental powers. Thankfully there are very few highborn thune in existence, and even these few are divided into separate castes. The majority of the Thune dwell in their home plane at the edge of the void in the forbidden sunless city of Ikylla Pa'tok Thune.

The ancient pureblood thune have lost the ability to breed with one another. Thus they are rarely encountered outside of their own home plane. In the few documented instances where a thune is encountered within the mortal planes, it is usually in a remote or subterranean location devoid of hateful sunlight. Typically they have a base set up or some citadel or dungeon from which they send out raiding parties to collect specimens for their scientific and magical examinations.

Captured specimens are reconfigured by thune surgeons into the various abominations encountered in or near a thune lair. Thune abominations possess many characteristics similar to a pureblooded thune including in most cases some form of latent mental power. Likewise they have a queer otherworldly quality known to exist only in beings heavily tainted with the chaos of the void.

Thune Mental Powers

All pureblood thune possess powerful mental abilities. The genius of these powers and the source from which they are derived is open to speculation amongst the few seers who have knowledge of this evil race.

Most thune mental powers are considered to be a gaze attack and may be avoided, but attackers suffer a -4 to attack rolls, and a -2 to armor class while avoiding the gaze but only has a 50% chance of avoiding the gaze. Closing one's eyes or blindfolding results in a -8 to attack rolls and -4 to armor class.

These powers are a non-magical mental ability and are not affected by spell resistance. Unless otherwise noted, saves against the mental powers of the thune require a successful wisdom save with a challenge level equal to the hit dice of the thune.

In addition to their prodigious mental powers, many thune of the highest castes also possess the spell-casting abilities of wizards or clerics.

PLANE SHIFT (1/DAY): As the cleric spell; however, this is a non-magical mental ability. The thune have access only to planes of existence where chaos or evil hold sway.

PASSWALL (1/DAY): As the wizard spell of the same name. Thune highborn may manipulate their molecules to pass through solid natural objects as if they were thin air. This is a non-magical mental ability.

CONFUSION (AT WILL): The thune may flood the mind of its foes with disturbing mental images causing them to be confused and disoriented. Once a save has been made against an individual thune's confusion ability, the thune may not attempt to confuse its foe again for 24 hours. This is a non-magical mental ability. The thune must be able to see its targets in order to use this ability. This power is a (CL 8) and requires a successful save vs. wisdom to avoid its debilitating effects.

CHARM MONSTER (1/DAY): The thune may deceive its opponents through deep hypnosis and make them believe that the thune are an ally. This is a non-magical mental ability. The thune must be able to see its target in order to use this ability. Once the mental connection is established it lasts for up to eight days unless the victim is forced to take actions that would force an additional save.

DETECT THOUGHTS (AT WILL): The thune can read the surface thoughts of beings that they make eye contact with.

FREEZING GAZE (1/DAY): The thune may freeze its foes in their tracks using the powers of their mind similar to a hold person spell. This power works as a gaze attack and is a non-magical ability, so is unaffected by spell resistance.

TELEPATHY (CONTINUOUS): Thune do not speak in a language intelligible by non-thune beings. They are, however, able to communicate through a form of mental telepathy with a range of 100 feet. This telepathy extends even through solid rock.

All pure thune, regardless of rank or power, possess or are affected by the following:

UNNATURAL AURA: The otherworldliness emanating from the thune makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell protection from law and protection from good. Giving them a +2 AC and saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune half-blood unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

LIGHT SENSITIVITY: The thune are unaccustomed to bright light such as daylight or spells that mimic such effects and cause the thune to suffer a -2 to all attacks and saves.

THUNE EQUIPMENT: Thune are known to carry a variety of gear including magic and other creations based on their perverse scientific delving. Their armor and swords are known to be of an otherworldly hardness and lightness.

THUNE ARMOR: Thune armor is made from a strange metal found only on the plane from which the thune originated. The armor is exquisitely crafted, showing no weld marks or riveting, yet is cased with strange designs and patterns depicting their ties to the dark gods of the void. The armor however cannot be shaped or re-forged into any configuration usable by any known race other than the thune. As an object of art, the armor ranges in value from 200-800 gps or more.

THUNE VENOM: Thune venom refers to a variety of substances developed by the thune to assist in their procurement of specimens and other subjects for their cruel transformations. Thune are immune to thune poison and all highborn thunes are adept at creating it.

THUNE BLOOD: Blood / Injected / 1d4 charisma damage for 1d6 days / 1d4 permanent charisma damage and permanent random mutation appears in 1d2 days (see mutation chart below).

THUNE MIND FLUID: Concoction/ Injected/ -4 wisdom checks for 1d4 hours, con save negates/ 1d6 permanent wisdom damage, wandering, memory loss for 1d4 hours.

THUNE MAW BILE: Concoction/ Injected/ 2d6 damage, constitution Save for half/ 4d6 damage.

THUNE SPEAR: A thune spear is a long spear tipped with a syringe typically filled with some form of thune venom. On a successful hit, the spear deals 1d4 points of damage and an additional 1d6 points of damage from blood drain. On the second successful hit, the blood mixed with venom is injected into the target, dealing 1d4 points of damage plus any additional effects caused by the venom.

THUNE WARSWORD: A thune warsword is a +1-3 broadsword that inflicts an additional 1d6 points of damage vs. lawful or good opponents. These swords are very rare and highly treasured by the thune, and most often borne by a highborn thune.

THUNE MUTATIONS: Exposure to thune experiments or thune blood venom may result in unexpected and uncomfortable mutations. Not all mutations have a baneful effect. However, continued exposure may result in the victim becoming transformed into a thune half-blood, completely losing their original identity. (At this point, it is the Castle Keepers option to make the player character become an unplayable monster).

Roll 1d8 and consult the following chart.

1. **Skin Grows Scaly:** -1d4 permanent charisma, +2 natural armor class.
2. **Blackened Lidless Eyes:** Gains light sensitivity (-2 to attack rolls, saves and attribute checks), and darkvision 50 ft.
3. **Gills:** -1d2 permanent charisma, gains water-breathing ability.
4. **Webbed toes, fingers:** -1d2 permanent charisma, gains +10 ft. swim speed.
5. **Malformed skull:** -1d4 permanent charisma, skull grows coral like protuberances, ears and nose drop from face during the transformation. Gains 1d4 permanent intelligence.
6. **Maw:** Jawbones transform to a lamprey like mouth. Loses ability to speak, gains bite attack for 1d4 points of damage.
7. **Extra Limbs:** Rubbery clawed limbs and subsequent supporting cartilage and skeletal structure develops mid torso, causing -1d4 permanent charisma damage. Limbs grant 1 additional attack per round and +1d2 permanent dexterity. Removing the limbs deals 1d6 permanent constitution damage.
8. **Spined Back:** Subject sprouts sharp fishlike spines along their upper spine. Grants +2 natural armor class, does 1d4 permanent charisma damage. Cutting the spines away causes 1d6 permanent constitution damage and a chance of permanent paralysis.

Subjects suffering a thune mutation may never be subjected to the same mutation twice on a failed saving throw. Instead, roll again or select an appropriate mutation from the list. Victims having suffered all eight mutations or reaching a charisma of zero are transformed into a thune half-blood under the command of the thune that transformed them.

NOTE: The transformation only occurs if the saves against the thune blood-venom have failed. Temporary charisma damage resulting in a character being reduced to zero simply causes the character to lose all sense of self, overwhelming feelings of self doubt and loathing, and submission to the will of other more powerful personalities.

THUNE SURGEON

NO. ENCOUNTERED: 1 (2d4)
SIZE: Medium
HD: 8d8 (Average)
MOVE: 40 feet
AC: 18
ATTACKS: 4 syringes (1d2 +venom)
SPECIAL: Command or Rebuke Aberrations, Unnatural Aura, Mental Powers, Swim 40 feet, Darkvision 60 feet, Light Sensitivity.
SAVES: P+M
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE:
XP: 825+8

Thune surgeons are a curious breed of long faced highborn thune with an additional pair of limbs attached mid-thorax and five eyes atop their elongated heads. Slightly smaller than other highborn, thune surgeons stand about 6 feet. Their five black lidless eyes are rumored to allow them sight into five dimensions at once. Thune surgeons encase their spongy grey-pink bodies in highly ornamented cuirass of unearthly metals. Their five eyed heads are adorned with a skillfully carved headdress made of a hard soapstone-like substance.

Thune surgeons spend the majority of their time creating new thune beasts or overseeing the collection of samples during thune raids. They revel in torture and enjoy seeing just how far they can draw out a being's threshold of pain before healing them long enough to continue their "research." It is said that thune citadels are filled with huge growing vats where thune surgeons and seers oversee all manner of chaotic and deviant experiments.

CLERIC SPELLS: Thune surgeons are attuned to the forces of chaos and the whispers of the dark gods of the void. For this reason, all thune surgeons cast cleric levels as a cleric of three levels under their hit dice. For example, an 8 hd thune surgeon casts spells as a 5th level cleric.

TYPICAL SPELL LIST: Listed here is a typical Thune Surgeons spell list. The Challenge Level of the thune surgeon's spells is equal to their cleric caster level (Or Hit Dice -3).

0th—*Detect (Law/Good), Detect Magic, Detect Poison, Endure Elements, First Aid*

1st—*Curse, Cure Light Wounds, Cause Fear, Sanctuary*

2nd—*Darkness, Silence, Spiritual Weapon*

3rd—*Dispel Magic, Prayer*

COMMAND OR REBUKE ABERRATIONS: Due to their clerical powers, a thune surgeon may command or rebuke aberrations as a cleric of three levels below their hit dice.

COMBAT: Thune surgeons use their highborn thune powers to disorient foes, supplementing these powers with their clerical spells. If pressed into melee, they lash out with their four dexterous arms, injecting thune venoms into their opponents.

THUNE BLOOD VENOM: Surgeons draw 1d6 hit points worth of blood from themselves into their syringes when using thune blood venom on a victim. Drawing blood takes an action; however with four arms, a thune surgeon may draw two syringes worth of blood per round.

THUNE, HIGHBORN

NO. ENCOUNTERED: 1d6 (4-24)
SIZE: Medium
HD: 8d8 (36 hp Average)
MOVE: 40 feet
AC: 18
ATTACKS: Bite 1d4 or Thune Spear (1d4+venom See Below), Thune Sword, (1d8+2 See Below)
SPECIAL: Unnatural Aura, Mental Powers, Swim 40 feet, Darkvision 60 feet, Light Sensitivity.
SAVES: P+M
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 8
XP: 925+8

The highborn thune appear as tall thin beings with rubbery pinkish grey skin. Their heads are oddly shaped, resembling a pulsing brain, often adorned with a crown of coral or some weird otherworldly metal. They have gloss black eyes on either side of their head and a small lamprey-like mouth. They have long supple arms often draped with strange bracelets and jewelry that end in clawed, three fingered hands. Rows of fishlike spines run from the base of their neck to their mid-back.

Most highborn thune are commonly a warrior caste. They can, however, move up or down in rank via exposure to the pure chaos of the sunless void or through self indulgent mutations of their own form, blending with other species and castes.

COMBAT: The thune enter combat with an array of mental powers hoping to quickly subdue their prey that they refer to as "specimens" or "experiments." They attack with either their thune spears, attempting to implant corrupted venom into the bloodstream of a foe, or with a thune warsword in the event that their foes are resistant to their mental and gaze attacks.

If an encounter appears to be turning against a thune, they withdraw from battle, and seek the nearest escape route, via their molecular passwall powers or via their plane shift ability.

Thune Creatures

These horrid abominations are the result of exposure to thune mutations via experimentation or exposure to thune blood venom. These beings are found wherever thune keep their lairs, and are just as often abandoned by their creators in dark subterranean locations.

THUNE MAW

NO. ENCOUNTERED: 1(1d4)
SIZE: Large
HD: 10d8 (45 hp Average)
MOVE: 40 feet Swim/10 feet Land
AC: 16
ATTACKS: 4 tentacles (1d8), Bite (2d6+4)
SPECIAL: Unnatural Aura, Amphibious, Confusion, Swallow Whole, Light Sensitive
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 4
XP: 1950+10

Having four grasping tentacles surrounding a large bulbous head split with a huge lamprey-like mouth, this thune created abomination is a creature of pure horror born in the imaginings of their wicked creators. Slow-witted and dull, the insane beasts still possess the power to corrupt the minds of their foes with unnatural images of terror and dread. The body of a thune maw is comprised of a serpent like mass behind the huge head, with a pair of short legs often used to attach itself to a surrounding corridor or subterranean hallway. Thune maws may be found independently of a thune stronghold, and as amphibians are most often encountered in dark waters and even in the company of aboleths and other such vile creatures. Thune maws are unaffected by the differences between saline, fresh or spoiled water as their adaptive thunean nature allows for easy metamorphosis.

UNNATURAL AURA: The otherworldliness emanating from the thune maw makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell protection from law and protection from good. Giving them a +2 AC and Saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune maw unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

CONFUSION (CONTINUOUS): The thune maw may flood the mind of its foes with disturbing mental images causing them to be confused and disoriented. Once a save has been made against an individual thune's confusion ability, the thune maw may not attempt to confuse its foe again for 24 hours. This is a non-magical mental ability. The thune must be able to see its targets in order to use this ability. This power is a (CR 5) and requires a successful save vs. wisdom to avoid its debilitating effects.

SWALLOW WHOLE: Targets struck by at least 2 tentacles must make a strength save or be pulled into the thune maw. A thune may only attack foes with its bite attack that are directly adjacent to the maw itself. If the strength save is failed, targets of medium size or smaller are immediately swallowed whole. Swallowed creatures take 2d6+4 points of crushing damage plus 1d8 points of acid damage per round. Light slashing weapons dealing at least 20 points of damage vs. an armor class of 17 may cut themselves free. Muscular action causes the wound to seal shut automatically.

THUNE HALF-BLOOD

NO. ENCOUNTERED: 1d6 (4-24)
SIZE: Medium
HD: 3d8 (13 hp Average)

MOVE: 20 feet/ Swim 50 feet
AC: 18
ATTACKS: 2 claws (1d6), Bite (1d6)
SPECIAL: Unnatural Aura, Attach, Blood Drain, Detect Thoughts, Telepathy, Swim 50 feet, Darkvision 60 feet, Light Sensitivity
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 1
XP: 65+3

Loathsome and horrid in appearance, the sight of these strange amphibians is known to strike horror into the hearts of even the sturdiest adventurers. Thune half-bloods have a head that appears like hard white brain coral. The sides of the head are set with wide glossy black eyes, with the center of their face resembling the hooked maw of a lamprey. Their bodies are vaguely humanoid with shimmering fish white skin. They have an eel-like tail which sprouts from behind a pair of short finned legs. They have long rubbery arms that end in sharp three fingered hooks.

Thune half-bloods are the product of an eons long breeding program and cellular manipulation by the wicked thune. Half-bloods are considered degenerates of this proud and evil race, but they serve their creators well as guardians and foot soldiers. They have no reproductive organs of their own and are instead grown in vats from other creatures captured and transformed by a thune breeder.

UNNATURAL AURA: The other worldliness emanating from the thune half-blood makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell protection from law and protection from good. Giving them a +2 AC and saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune half-blood unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

ATTACH: Thune half-bloods making two successful claw attacks automatically latch onto their prey, dealing automatic damage unless they are somehow prized from their target. Anyone attempting to pull a thune half-blood from a target result in an opposed strength check (Str 12) and deals 1d6 points damage to the victim whether successful or not.

BLOOD DRAIN: When attached to its prey, the thune half-blood drinks 1d6 hit points worth of blood per round until it has drunk its own hit point total worth of blood.

DETECT THOUGHTS: Thune half-bloods can read the surface thoughts of beings that they make eye contact with.

LIGHT SENSITIVITY: Thune half-bloods are unaccustomed to bright light such as daylight or spells that mimic such effects and cause the thune half-blood to suffer a -2 to all attacks and saves.

TELEPATHY: Thune half-bloods do not speak other than in eerie shrieks and wet croaks. They are, however, able to communicate with their masters and to their victims through a form of mental telepathy with a range of 100 feet. This telepathy extends even through solid rock.

THUNE HOUND

NO. ENCOUNTERED: 2d4 (4-24)
SIZE: Medium
HD: 2d8 (9 hp Average)
MOVE: 60 feet
AC: 16
ATTACKS: Bite (1d8)
SPECIAL: Unnatural Aura, Attach, Blood Drain, Trip, Darkvision 60 feet, Light Sensitivity.
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 1
XP: 35+2

UNNATURAL AURA: The otherworldliness emanating from the thune hound makes non-thunean beings uneasy in their presence. This non-magical effect acts exactly like the spell protection from law and protection from good. Giving them a +2 AC and saves vs. lawful and good creatures. Likewise summoned beings, which are lawful or good, cannot attack a thune hound unless they themselves are attacked. This is a non-magical effect and works even against creatures with spell resistance.

TRIP: Thune hounds making a successful bite attack may attempt to drag their opponent to the ground. The opponent is allowed a dexterity save to avoid falling prone. Prone victims automatically lose their initiative for the following round.

ATTACH: Thune hounds making a successful trip-attack automatically latch onto their prey, dealing automatic damage unless they are somehow prized from their target. Anyone attempting to pull a thune hound from a target results in an opposed strength check (Str 14) and deals 1d6 points damage to the victim whether successful or not.

BLOOD DRAIN: When attached to its prey, the thune hound drinks 1d6 hit points worth of blood per round until it has drunk its own hit point total worth of blood.

TROGRES

NO. ENCOUNTERED: 2d10
SIZE: Large
HD: 5 (d8)
MOVE: 30 ft.
AC: 17
ATTACKS: 2 Slams 1d8 and Bite 1d4 or Weapon (+4 damage)
SPECIAL: Darkvision 60 ft. Twilight Vision, Regeneration 1.
SAVES: Physical
INT: Low

ALIGNMENT:: Chaotic Evil
TYPE: Giant
TREASURE: 4
XP: 120+5

Broad, squat, hairy and covered with knotty warts and oily yellow green skin, these abominations are the ill-begotten crossbreed of a common troll and an ogre. Stupid but loyal to bigger or smarter masters, trogres make excellent bodyguards and shock-troopers for evil warlord and twisted sorcerer alike. They have low forehead crowned with greasy hair. Their deep-set eyes are pinkish behind their fat cucumber nose. A Pair of tusks jut from the corners of their jagged toothed mouths.

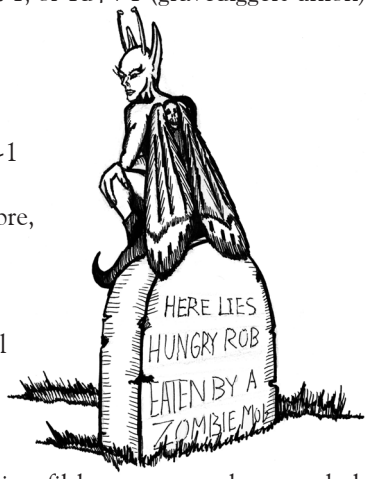
COMBAT: Trogres attack with heavy bludgeoning fists and a vicious bite against lightly armored opponents. Against heavily armored opponents they choose large sized weapons such as large axes or large two-handed swords dealing 2d8+4 points of damage.

REGENERATION: Three rounds after a trogre suffers damage, its body begins to repair itself. Trogres regenerate at a rate of 1 hit point per round. Trogres cannot heal damage from fire or acid. Unless it is burned or immersed in acid upon falling, it is not permanently dead. A trogre that falls in battle reforms in d6 rounds, rising to fight again.

BATTLE PLATED: This variant of the trogre has steel plates bolted directly through its flesh granting it an additional armor class bonus of +2 for an Armor Class of 19. These trogres are worth 160+5 xp.

TOMBSTONE FAIRY

NO. ENCOUNTERED: 1, or 1d4+1 (gravediggers union)
SIZE: Small
HD: 8d6
MOVE: 20 ft.
AC: 17
ATTACKS: Dagger 1d4-1 or Pick 1d6-1
SPECIAL: Danse Macabre, Spell-Like Abilities
SAVES: M
INT: High
ALIGNMENT: Any Evil
TYPE: Small Fey
TREASURE: 6
XP: 825+8



Tombstone Fairies are gritty filthy creatures that stand about a foot tall. They have tiny folded wings that resemble the wings of a deaths-head moth, clawed feet and dark eyes. They typically carry a boning knife and tiny shovel or pick. Their clothes are coated in the soil of the grave and they have dark mischievous eyes.

These wicked fey make themselves at home amongst the resting places of the dead. They may occasionally be found in desolate cairns, lost crypts, or amongst the unmarked graves of murderers. They have the unnatural power to speak with the dead and ask them about the nature of the crimes committed by them in life. If particularly inspired by the tale of some malevolent deed, the Fairy may offer to raise the fallen villain from the dead for a price, keeping its funeral shroud as insurance that their agreed upon payment is made.

COMBAT: Tombstone fairies disdain combat. If attacked, they attempt to flee and come back to the graveyard later, or find some other accommodations with fewer complications to go about their business. When forced into a fight they attack with spell-like abilities, knife or pick.

DANSE MACABRE: Once per night through performance of a curious ritual that lasts ten minutes, the Tombstone Fairy may raise an evil being from the dead as if by a raise dead spell. In doing so, the fairy must first strike a bargain with the slain, and retains the victim's shroud. The victim is given 30 days to enact its revenge upon its killer(s) and return to the fairy whatever boon it was offered in exchange for a second chance at revenge. Should the victim fail in either task the tombstone fairy rends the victim's shroud with its boning knife, returning it to its grave forevermore. If the shroud is destroyed while in the possession of the fairy, this too slays the target. The tombstone fairy may only have one funerary shroud in its possession at any given time.

NOTE: For the ritual to be successfully performed the body must be in the same condition as is required by the Raise Dead spell. In other words, whole and fresh.

SPELL LIKE ABILITIES: These spell like abilities are used as if cast by an 8th level caster.

At Will: *Speak With Dead*

3/Day: *Dancing Lights, Desecrate, Detect Magic, Protection from Chaos, Protection from Good/Evil, Detect Evil/Law/Good/Chaos, Detect Thoughts, Death Ward.*

1/Day: *Suggestion, Dispel Good/Evil/Law/Chaos*

WAR OGRE

NO. ENCOUNTERED: 2d4 (4-16)
SIZE: Large
HD: 6d8 (28 hp Average)
MOVE: 40 feet
AC: 18
ATTACKS: Slam (1d10+2), or by Weapon Type
SPECIAL: Darkvision 60 feet, Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 4
XP: 250+6

War ogres stand 8-10 feet tall and have longer arms and tougher skin than their common cousins. War ogres are often bred in goblin breeding pits for superior ferocity and ability to follow orders without question. They feel little pain but administer



it with great ease. War ogres are frequently suited in coats of mail, spiked breastplates or other armor built to their massive size. They favor large double bitted two-handed axes, large two-handed swords and weapons of iron and steel over the massive clubs swung by garden variety ogres.

WOLF, GHOUL

NO. ENCOUNTERED: 1, 2-12
SIZE: Medium
HD: 3 (d12)
MOVE: 40 ft.
AC: 14
ATTACKS: Bite (1d8 + Paralysis)
SPECIAL: Darkvision 60 ft., Paralysis, Scent
SAVES: M
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 90+3

This creature resembles a wolf with matted dark fur torn away in places. Its flesh is an oozing, sickly gray where its fur is torn away. Its eyes are stark white.

Ghoul wolves are carnivorous undead wolves that delight in hunting living creatures, catching them, and tearing them to shreds. These creatures are most often found haunting desolate moors and marshes.

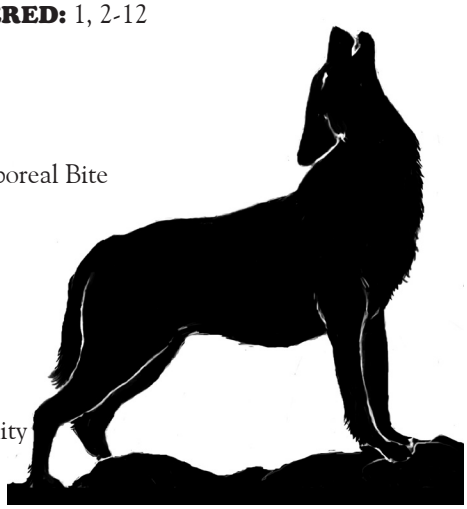
COMBAT: Ghoul wolves hunt in packs, surrounding their prey and circling as they move in for the kill.

PARALYSIS: Any living creature, including elves, that are clawed or bitten by a ghoul wolf must make a strength save or be paralyzed. This paralysis lasts 1d4+1 turns, or until a remove curse or remove paralysis spell is cast upon the victim.

TRIP: A ghoul wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a dexterity save to resist being pulled to the ground, automatically losing initiative the next round.

WOLF, SHADOW

NO. ENCOUNTERED: 1, 2-12
SIZE: Medium
HD: 3 (d12)
MOVE: 50 ft.
AC: 13
ATTACKS: Incorporeal Bite (Strength Drain)
SPECIAL: Blend, Create Spawn, Darkvision, 60 ft., Scent, Strength Drain, Incorporeal, Sunlight Vulnerability
SAVES: M
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: None
XP: 90+3



This creature appears as a large black hound formed of wispy shadows. Its eyes burn with a crimson fire.

Shadow wolves are nocturnal hunters and hate all living creatures. Their eyes flash with a luminescent greenish fire when prey is sighted.

COMBAT: Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware.

STRENGTH DRAIN: The bite of a shadow wolf is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 1-3 points of strength; creatures without strength scores suffer a -1 to -3 penalty to attack rolls, effectively losing 1-3 hit dice (the creature's hit points and saves remain the same, as do all other hit-dice-dependent abilities.) If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 turns.

CREATE SPAWN: A creature reduced to 0 strength by a shadow wolf's drain attack is slain. The deceased rises again as a normal shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a shadow is forever dead, and cannot be restored to life by any means short of a wish. The shadow is considered free-willed and not bound to the wolf that created it.

BLEND: In darkness, a shadow wolf is virtually undetectable. It is considered invisible, and it can attack without spoiling

this concealment. If several bright light sources are used (3 or more lanterns or the equivalent), or magical light is cast forth, a shadow can be seen and combated normally.

SUNLIGHT VULNERABILITY: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

WOLF, VAMPIRIC

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 6 (d12)
MOVE: 60 ft.
AC: 18
ATTACKS: Bite (1d8 + Energy Drain)
SPECIAL: Blood Drain, Darkvision 60 ft., Create Spawn, Energy Drain, Gaseous Form, Entourage, Electrical Resistance (half), Scent, Spider Climb, Trip, Turn Resistance, Scent, Vampire Vulnerabilities
SAVES: M, P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Unique)
TREASURE: None
XP: 1650+6

This creature resembles a wolf with silky black fur, and yellow, hate-filled eyes. Its fur appears matted around the muzzle, as if it has recently drank something.

Vampire wolves are horrible undead predators that delight in hunting living creatures, catching them, and drinking their blood. These creatures are most often found haunting trade routes through dark, dismal forests.

COMBAT: Vampiric wolves hunt alone, circling their prey and running them to exhaustion.

BLOOD DRAIN: If a vampire wolf successfully strikes an opponent with its teeth (bite), the target must succeed at a strength save or be held in the vampire's jaws. If the save fails, a vampire wolf uses its great strength to hold the target fast, and drain it of blood. This attack automatically inflicts 1d6 points of damage per round. For each point drained from a victim, a vampire wolf heals one hit point. If a vampire is able to drain a victim of 36 hit points in this way, it is satiated, and releases its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it does not struggle to escape the vampire wolf's bite. A vampire wolf must use this ability weekly, or it dies.

ENERGY DRAIN: Along with the blood drain, living creatures hit by a vampire wolf's bite attack instantly lose two levels or hit die. Each round thereafter that the vampire is able to continue biting, the victim loses one level or hit die until the target has perished. This loss is permanent unless reversed with a cleric's restoration spell or a wish.



CREATE SPAWN: If a vampire wolf chooses, it can drain the blood or energy of a human victim in such a way as to bring the deceased into un-life as a vampire spawn. This spawn is under the control of the slaying wolf. This ability is not automatic, but must be consciously used. An affected humanoid loses all abilities, and gains the statistics of a vampire spawn (see Monsters & Treasure by Troll Lord Games).

GASEOUS FORM: A vampiric wolf can assume the form of a thick, gaseous mist, at will, as the spell gaseous form. If a vampiric wolf in any form other than gaseous is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its den. There, it heals and prepares for another attack.

SPIDER CLIMB: Vampiric wolves are endowed with the supernatural ability to adhere to and climb any surface, just as a standard vampire.

ENTOURAGE: A vampiric wolf may be encountered with up to 6 human vampire spawn.

TRIP: A vampiric wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a CL 3 dexterity save to resist being pulled to the ground, automatically losing initiative the next round.

VAMPIRE VULNERABILITIES: Vampiric wolves retreat from holly berries, reflective surfaces, or holy symbols of good deities. These objects do not harm the wolves, but causes them delay any attack by 1d4 rounds while it tries to find a way to maneuver around the offending object. When exposed to true daylight, a vampiric wolf is rendered powerless and unable to move or attack. It instantly begins to smolder, and after 3 rounds of exposure, such a wolf bursts into flame and burns to

ashes, permanently destroying the wolf. If a vampiric wolf is ever immersed in standing (not running) water, it is slain in 3 rounds. Each round of immersion causes the wolf to lose one-third of its hit points. A stake driven through the heart of a vampiric wolf will kill it as long as the stake remains in place. If it is removed, the wolf awakens and functions normally. To permanently kill a staked wolf, its head must be removed, its mouth filled with holly berries, and then the entire corpse must be immersed in standing water (such as a grotto pool, pond.)

ZOMBIE, HULK

NO. ENCOUNTERED: 2d10+
SIZE: Large
HD: 6d8
MOVE: 30ft.
AC: 14
ATTACKS: 2 Slams for 1d10
SPECIAL: Damage Reduction
SAVES: P
INT: None
ALIGNMENT: Neutral Evil
TYPE: Extraordinary Undead
TREASURE: 2
XP: 210+6



Zombie hulks are zombies raised from the fresh corpses of large beasts such as ogres, bugbears, trolls, and minotaur. Their thick, brutish bodies and great stride make them prized by necromancers who use them as bearers, builders, and bodyguards.

COMBAT: Their great stride gives them movement better than common zombies. They attack with deadening slams of their huge rotted fists, pummeling and ripping opponents to death.

DAMAGE REDUCTION: With their thick bodies, they suffer only half damage from physical attacks, though they take full damage from magic, fire and acid. Lightning and electricity invigorate their necrotic flesh, healing zombie hulks of damage equivalent to the damage that the lightning would have dealt.

ZOMBIE, PLAGUE

NO. ENCOUNTERED: 2d6+
SIZE: Medium
HD: 2d12
MOVE: 30 ft.
AC: 12
ATTACKS: Two Slams, 1d4, Bite 1d6+ infection
SPECIAL: Create Spawn
SAVES: P
INT: None
ALIGNMENT: Chaotic Evil
TYPE: Extraordinary Undead
TREASURE: N/A
XP: 20+2



Plague zombies are perhaps the most hideous zombie imaginable, or exist as the key to the Apocalypse of Nartarus itself. They move as fast as the living, though they are overall fairly weak. Plague zombies are mindless and take no action to defend themselves or avoid blows. Instead they seek to overpower foes and bite them, infecting them with their necrotic plague.

COMBAT: Plague zombies attack with flailing fists and a broken-toothed bite, attempting to bite and infect prey with their dark blessing.

INFECTION: Beings bit by plague zombies must make a successful save vs. disease (Challenge Level 2) or lose 1d4 points of Constitution. Each hour thereafter the victim must make an additional save vs. plague or again lose 1d4 Constitution. This continues until the victim is dead.

CREATE SPAWN: 1d10 rounds after a victim succumbs to the zombie infection, they rise as a plague zombie, intent on attacking any living creature it comes across.

CREATURES FROM THE CRYPT

That Which is Not Dead…

Yea, how they walk amongst us, with the guise of life. Most blessed of Nartarus the Most Cursed of the Gods, these, his fell children are most beguiling and treacherous. They drink, and lo, do they feast, though not on the meat and drink of man but on man's blood and on his lusts for power. I have studied long these creatures and know well their habits. Understand that I have faced their power and that they have tasted my flesh and near blasted me to oblivion, and only through my own personal damnation did I survive to tell the tales. Let the dark secrets found within this blasted tome guide you to safety in the presence of the ones who thirst and crave as no other, for unlike the demons who perforate my flesh, the Vampires and Liches have once tasted true life and always do they yearn.

— Frosk Demonskin

Vampires

To detail vampires is to begin with the details of their basest form: The spawn or thrall.

Vampires as described in the Castles & Crusades: Monsters & Treasure tome are among the weakest of their ilk. Typically, they began their career as thrall or spawn to another vampire of greater power, who was somehow destroyed or through great loneliness chose to destroy itself. The spawn of these beings typically turn upon one another like so many rats. The survivor becomes a vampire as described in Monsters & Treasure.

In some instances however, either through survival to great age, or through some greater inner power prior to their creation at the hands of an ancient vampire, it is possible that a living humanoid being with more than 8 HD retain the powers earned from their pre-existing classes, rather than gaining the abilities of a fighter of equivalent HD. Although still under the

command of their creator until that creator's destruction, these vampires are far more formidable foes.

Unlike vampire spawn, these vampires are not destroyed when their master is slain, but instead break free from the supernatural bond that their former master held over them and may then strike forth on their own.

Although they can no longer gain additional class levels in their former life's profession, such vampires grow stronger as they age, becoming deadlier as their flesh hardens to damage and their hit dice grow with their insatiable blood lust.

Turn Resistance

As the vampire ages, it develops turn resistance as its evil shields it from the baleful eyes of the gods themselves. Turn resistance is cumulative over time and the truly ancient vampires are completely immune to turning.

SPECIAL: Vampires who were once clerics of good or neutral Deities no longer gain spells from these gods as the conversion by their vampiric creator has damned them. Quite possibly they are accepted into the fold of archfiends or evil deities through some unholy quest. In this event, they cast spells as an evil cleric of their new patron.

ANCIENT VAMPIRES

AGE CATEGORY	TYPE	HD	AC	DAMAGE	INT*	SPECIAL	TURN RESISTANCE
200-400 Mature	Grave Knight	+2	21	Slam (1d8) Bite (1d4)	+2	40 point Blood Satiation	+2
401-600 Old	Thirst Lord	+2	22	2 slams (1d8) Bite (1d4)	+2	44 points Blood Satiation 2 rounds Daylight Resistance, -3 charisma save vs. Vampire Domination	+2
601-800 Very Old	Crimson Baron	+2	23	2 slams (1d10) Bite (1d6)	+1	50 points Blood Satiation, Immune to Garlic	+2
801-1000 Archaic	Sanguine Prince	+2	26	2 slams (1d10)	+1	60 points Blood Satiation, 3 rounds Daylight Resistance.	Immune to Turning
1001+ Ancient	Lord Blood King	+4	30	2 slams (2d6) Bite (1d8)	+1	70 points Blood Satiation, Immune to Holy Symbol Helplessness**,-4 charisma save vs.Vampire Domination, 5 rounds Daylight Resistance	Immune to Turning

*If the base intelligence of the base vampire is higher than 12 at creation, the vampire gains +1 intelligence per age category.

**This immunity is not an immunity to turning, merely an immunity to the brandishing of holy symbols wielded by classes other than cleric or paladin.

Liches

Power eternal infused in the moldering confines of a walking corpse. Parchment dry skin stretched over creaking bone flush with chill power from beyond the grave. Such was the choice made for the dark gift of eternal study and an unending growth in macabre power. The traversal of these dark paths continues onwards fueled by the insatiable lusts for the pleasures of the flesh now denied.

Although the soul is bound to a phylactery, and the flesh wasted and sunken in un-death, the desire for strength and power never ceases to grow within the Lich. As would stand to reason, an eternity of studies in magical power would re-enforce the unholy arcane powers infused in its moldering bones and rotting flesh.

A lich's power does not stop despite their transfiguration. Instead, the wizard or cleric who begins their journey into the darkness of undead immortality after attaining levels far beyond 18th retain the powers earned in life in their new form. In other words, Liches born of magical studies beyond 18th level have casting power equivalent to the level they achieved at the time of their transformation from life to everlasting un-death.



Liches no longer gain levels as they once did in life. Such is the trade-off for an eternity of uncovering dark lore. Instead, they grow in hit dice as they age, and through their growth in hit dice, add a commensurate number of spellcaster levels to their deadly repertoire.

Also, like the vampire, liches grow in hit dice, armor class, intelligence, and damage dealt by their paralyzing touch — though this power grows — albeit at a much slower pace.

All Liches have access to spells from the necromancer spell list.

ANCIENT LICHES

AGE CATEGORY	TITLE	HD	AC	DAMAGE	INT*	TURN RESISTANCE
300-600 Old	Rotted Prefect	+2	+2	1d8 Cold	+2	+2
601-1000 Very Old	Fleshless Oracle	+2	+2	1d10 Cold	+2	+2
1001-1500 Venerable	Arch-Lich	+2	+2	1d12 Cold	+2	Immune to Turning
1501-2000 Archaic	Lich Lord	+2	+2	2d8 Cold	+2	Immune to Turning

Experience points are calculated using the experience point chart in Monsters and Treasure, remembering to tally in the lich's hit dice and enhanced powers.



Mummy

Greatly preserved through rite and ritual, set as guardian, or prepared for an eternity of rule from beyond, the mummy is a deadly foe. Like the lich and vampire, the mummy may be more uniquely powerful than those presented in the Monsters and Treasure. In the Haunted Highlands, such mummies as are presented in Monsters and Treasure serve as the baseline for the weakest of their ilk.

As with the vampire and lich, a mummy created from a more powerful being retains the special attacks and magical abilities that it had in life. The mummy adds to this already deadly repertoire of undead powers with hit-dice-based increase to saves vs. fear and rotting touch. As with the vampire and lich, the mummy gains powers over time as it molders in its wrappings for ages unending. Centuries of slowed decay and dominion over empires of the undead grant the mummy greater armor class, hit dice, greater resistance to fire-based attacks and greater resistance to turning. Additional hit dice are added to the pre-existing total, but do not increase any of the special abilities possessed by the mummy in life (such as spell-caster levels). Experience points awarded for defeating these powerful creatures should be adjusted accordingly.

GREATER MUMMY

AGE	CATEGORY	TYPE	HD	AC	FIRE RESISTANCE	TURN RESISTANCE
400-800 Old	Nomarch Of Death	+2	+2	+2	+2	
801-1200 Very Old	Prelate of Tombs	+2	+2	+4	+4	
1201-2000 Ancient	Vizier of The Necropolis	+4	+2	+6	Immune to Turning	
2001+ Primordial	Mummy King	+4	+3	+10	Immune to Turning	

DEMONS & DEVILS: THE FIENDS AND THEIR HOSTS

Demons and devils are powerful beings from planes outside of the mortal realms. These beings are immortal in the sense that although they seemingly age, their life span is immense and they cannot die from "natural" means, but must be slain. Fiends from the chaotic nether and rings of hell do not even die like normal creatures, in that if they are slain on the mortal planes, they are not truly killed, as their unholy spirit is too strong to die in such a way. Instead, their terrestrial form is destroyed and they are banished for a century and a day from returning to the mortal plane. If however, they are slain upon their own plane, and in the case of arch fiends, slain in their own realm, they are finally truly destroyed.

CHAOTIC NETHER

The chaotic nether is an unending mass not unlike a storm of infinite destruction where matter, anti-matter and lost souls swirl and collide into one another. Demi-planes of existence teeming with demonic life are constantly created and then devoured by one another in an orgy of mindless evil. The semi-permanent islands of the nether serve as the realms of demons that exemplify the powerful emotions of rage, murder, hatred, pain, and destruction of which the chaotic nether is a primal ingredient.

Indeed, the only constants within the nether are the realms of the four harbingers of destruction and homes of various gods of chaos and evil who hold their kingdoms together through fear and pure force of will. Each of the four and the deities who dwell there contest against one another for dominion of these realms of insanity as each in turn seeks to expand their own rule over the Nether and force a breach into the mortal planes.

THE RINGS OF HELL

Below the chaotic nether rest the rings of hell. The rings are an unending pit ruled over by the seven. The seven refer originally to the seven who fell. Once great paragons of love, law, goodness, and order, they collapsed into the sins of evil. Over eons, some of the original seven were deposed by demons that took up their mantle, though the order of the rings of hell remains much as it has always been. Each of the seven rules over several layers of the rings, though these rings need not be contiguous with one another. They consistently seek to war upon one another through the collection of damned souls as well as militaristic enterprise. Individual rings are also ruled by deities of law and evil and are tyrannical realms which reflect their god's unholy attributes.

OF DEMONS AND DEVILS

Demons are supernatural manifestations of rage, terror, horror, and pain. They are born of the mass of emotions and hatred that is the nether. Demons seek only to destroy life and devour souls. Typically their shape denotes their beastly nature. Demons can



range from animistic humanoid shapes, to shapeless masses of biting mouths and any variation in between. Being wholly evil, they are typically only injured by magic, pure holy water, or some combination of the two.

Devils are members of the host of the fallen, or their descendants. Devils are identified by their mostly humanoid bodies, horned foreheads, black soulless eyes, and charred black lice ridden crow's wings which sprout from their backs and the burning halos that denote their fall from grace. They are otherwise powerfully built and beautiful, yet horrible to behold. Devils are ruled in a hierarchy where the master of their ring of hell holds almost godlike power over the souls consigned to their rings. The greatest of the devils are arch fiends, several of whom rule over rings of hell, and are duty bound to punish those souls guilty of committing the seven true sins. Devils trade in souls and love nothing more than to tempt mortals into trading their souls in exchange for a short-term gain, typically in the form of granting twisted wishes.

The Four Harbingers of Destruction

Discordo, Demon Lord of Strife (Demon)

NO. ENCOUNTERED: Unique
SIZE: Medium or Huge
HD: 33d8 (264 hp)
MOVE: 30 ft. or 60 ft.
AC: 36
ATTACKS: Tongue of Strife, 2 attacks (4d6+10 and energy drain), Bite 10d6
SPECIAL: Demonic Traits, Spell Like Abilities, SR 19, Swallow Whole. Frightful Presence, Howl of Discord. Summon Demons. Command Lycanthropes, Curse of Lycanthropy, Shape Shift
SAVES: M, P
INT: Supra Genius
ALIGNMENT: Chaotic Evil
TYPE: Demon Lord, Extraplanar
TREASURE: 18x7
XP: 15,216 +24

Discordo, the lord of strife is one of the four rulers of the nether. He most frequently appears as a man with the head of a rabid wolf dressed in the raiment of a counselor or ambassador bearing a cruel flamberge known as the Tongue of Strife. The tails of his robes are tattered and his cravat splattered with blood and gore. Discordo also takes the form of a huge black wolf, 15 ft. tall at the shoulder and 35 ft. long from nose to tail. In both guises his mouth drips with blood and bits of flesh from the souls upon which he feasts.

Discordo dwells within a shadowy forest wrought from the very essence of the nether itself and sends forth his Disluuthi minions from there to infect the mortal realms with doubt and delusion.

Discordo sometimes allies himself with Jokashka the Hag, her daughter Shambere, and Gathaak as it suits him, though he prefers to operate alone, spreading chaos and evil through fear and disorder. He is worshipped as father of werewolves and as such is prayed to by evil lycanthropes.

TONGUE OF STRIFE: The tongue of strife is a +5 unholy flamberge. When wielded by Discordo, it deals 4d6+5 points of damage and forces the target to make a wisdom save or become confused as per the confusion spell. Additionally, the sword acts as a life stealer, draining 1d4 HD on a successful strike. Against lawful good targets, the weapon deals double damage. This damage grants Discordo1d6 hp per hd drained. The lost levels may be recovered if a successful constitution save is made for each level lost. If the saves are successful, the lost levels are recovered. If the saves are failed, the levels are lost forever. In the hands of another the tongue of strife possesses all powers possessed by Discordo, though it deals only 2d4+7 points of damage.

SHAPE SHIFT: At will, Discordo may switch forms between his medium sized humanoid form and his huge wolf form. Transformation takes an entire round. The transformation heals Discordo 25 hp.



HOWL OF DISCORD: When Discordo howls, his wail fills all within a 300 ft. radius with hysterical confusion. Affected creatures must make a saving successful charisma save or begin brutally attacking the nearest living creatures within reach. This effect lasts 2d6 rounds or until dispelled, a bless spell is cast upon the affected being, or the affected being is doused with holy water.

CURSE OF LYCANTHROPY: Beings bitten by Discordo must make a constitution save or become infected with the curse of lycanthropy. See M&T for details on the curse of lycanthropy.

COMMAND LYCANTHROPES: Discordo may command any lycanthrope merely by focusing his attention in their direction. Lycanthropes not allied to Discordo must make a charisma save or be instantly transformed to their hybrid form and serve Discordo as if under the effect of a charm monster spell.

SUMMON LESSER DEMONS OR WEREWOLVES: At will, once per day, via its gate power, Discordo can summon the equivalent of 4d6 hd worth of lesser demons or Werewolves of up to 6 hd each once per day. Typically he summons Disluuthi, though he may summon any sort of demon or Werewolf. Optionally, Discordo has a 50% chance of summoning his herald Xibal. He has a 1% chance of successfully summoning one of the other four, though he is loathe to do so.

SWALLOW WHOLE: If Discordo's bite attack strikes with a 19 or better, he swallows his enemy whole, regardless of the size of his enemy in proportion to his form, unless the victim succeeds a



successful dexterity save -10 to avoid being swallowed and thus consumed. Each round spent within the gullet of Discordo deals 1d20+20 points of damage from constriction and 10 points of acid damage. When the creature reaches zero hit points they are destroyed body and soul and cannot be raised or resurrected ever, save through the power of a wish. A swallowed being must deal 30 points of damage to cut itself free from Discordo's gut with a light slashing weapon capable of dealing damage to the demon lord.

DEMONIC AT WILL: Alter Size, Detect Magic, Know Alignment, Message, See Invisibility.

SPELL LIKE ABILITIES: At Will — *Magic Circle against good, charm person, persistent image, read magic, protection from law, read languages, detect invisibility, ESP, clairvoyance-clairaudience, dispel magic, putrify food and drink, bestow curse, cause fear, hold monster, suggestion, polymorph self, polymorph other, dispel magic*. Once per day—*dispel good, dispel law, unholy word, symbol* (any), *gate* (see summon lesser demons and werewolves). Discordo may use the gate to escape if threatened. Discordo uses his spell like abilities as a 20th level caster.

BESTOW WISH: Discordo may bestow a wish upon any mortal once per day. This wish, however, does not come without strings, and failure of the wish by the asker results in utter damnation and Discordo taking possession of the wish asker's body and soul.

FRIGHTFUL PRESENCE: Like other arch fiends, Discordo exudes an unholy aura of fear against any beings within 360 ft. with fewer than 12 hit dice and must make a successful charisma save or be affected by the horror of Discordo's slathering jaws and insane eyes. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

DEMONIC TRAITS: ½ damage from fire, cold, and electricity. Spell resistance 19, darkvision 120 ft. twilight vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells affect demons normally unless otherwise denied by spell resistance or their innate resistances.

Keshimash Lord of Slaughter, Arch Fiend

NO. ENCOUNTERED: Unique
SIZE: Huge
HD: 34d8 HP 272
MOVE: 60 ft. Fly 120
AC: 30
ATTACKS: Bite 6d10, Two Claws 3d6, Wing Buffet 2d6, Tail Slap 3d10, Tail Barbs 1d6+ venom per barb.
SPECIAL: Call to Slaughter, Demonic Traits, Frightful Presence, Swallow Whole, Spell-Like Abilities, Spawn Kesemii, Spell Resistance 18,Tail Barb, Trample, Reflexive Defense, Envenomed Barbs.
SAVES: M/P
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Demon Lord, Extraplanar.
TREASURE: 18x10
XP: 18544+28

The demon of Slaughter, Keshimash appears as a massive twelve legged dragon over eighty ft. long with a drooling shark-like head whose maw reveals row after row of razor sharp fangs. The slathering drool which drips from its horrifying jaws spawns armies of lesser demons who Keshimash destroys as eagerly as any other foe.

Keshimash has a broad body covered with spines and knurled horn. Fin-like wings run along its back and his broad tail ends in a cluster of venom tipped barbs. Keshimash revels in death dealing and has an insatiable urge to rend and tear at any being it encounters, seeking first to cause immense pain, and then to devour the beings and swallow tortured soul.

Keshimash's domain of the nether is a torturous affair of jagged obsidian, spiked tree, thorn and thistle. Its deadly heat and humidity are only matched by its extreme cold and flesh freezing winds.

COMBAT: Keshimash relies on his mass and natural weapons to destroy his foes. In rare instances where Keshimash feels overmatched by foes, it withdraws; leaving spawned and summoned enemies to absorb attacks while he hauls forth with waves of envenomed darts from his tail.

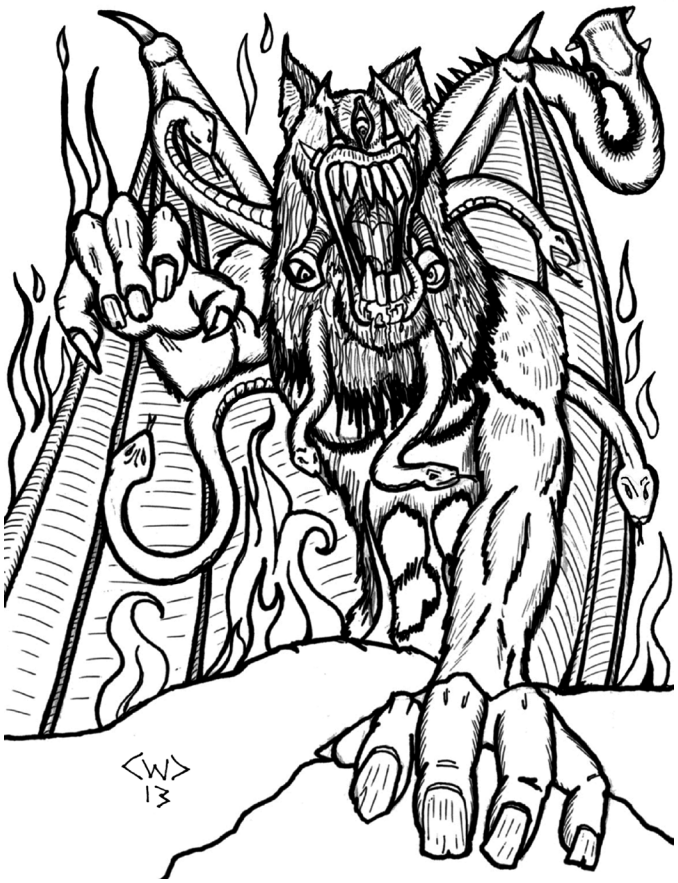
CALL TO SLAUGHTER: The presence of Keshimash compels lesser beings to harm themselves. Beings of fewer than 12 hd must make a charisma save or begin attacking themselves with light weapons. Any attempt to stop them causes them to attack those who would interfere. This effect lasts 2d6 rounds or until dispelled. Beings with more than 12 hd gain a +2 to hit and damage against any targets, though suffer a -2 to armor class as they are filled with the desire to slay all foes within their path.

DEMONIC TRAITS: ½ damage from fire, cold, and electricity. Spell resistance 18, darkvision 120 ft. twilight vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells affect demons normally unless otherwise denied by spell resistance or their innate resistances.

FRIGHTFUL PRESENCE: Like other arch fiends, Keshimash exudes an unholy aura of fear against any beings within 360 ft. Those beings with less than 12 hit dice must make a successful charisma save or be affected by the horror of Keshimash's massive size and dreadful presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

REFLEXIVE DEFENSE: The body of Keshimash bristles with sword-like spines. Any being successfully making a melee attack against Keshimash must succeed a Reflex save or suffer 2d6 points of damage from reflexive spines that flex out against the attacker. The spines are the equivalent of a +3 weapon for the purposes of damage reduction.

SPELL-LIKE ABILITIES: At will—*alter self, magic circle against good, charm person, change self, persistent image, read magic, read languages, detect invisibility, detect magic, dispel magic, know alignment, ESP, protection from law, clairvoyance-clairaudience, putrify food and drink, bestow curse, cause disease, hold monster, dispel magic*. Once per day— *unholy word, symbol (any), plane shift (to the nether), dispel good, dispel law*. Keshimash uses its spell like abilities as a 20th level caster.



SPAWN KESEMII: The slather and drool droplets that touch the ground immediately spawn 1d4 Kesemii demons per round. These lesser fiends are ravenous at birth and attack the nearest living beings seeking to rend and devour all within their reach, including attacking their foul parent, who is largely immune to their scrapings.

SUMMON LESSER DEMONS: At will, once per day, can summon the equivalent of 5d6 hd worth of lesser demons of up to 6 hd each once per day. Optionally, he has a 10% chance of summoning one of the four.

SWALLOW WHOLE: If Keshimash's bite attack strikes with a 18 or better, he swallows his enemy whole, regardless of the size of his enemy in proportion to his form, unless the victim succeeds a successful dexterity save -10 to avoid being swallowed and thus consumed. Each round spent within the gullet of Keshimash deals 1d20+30 points of damage from constriction and 10 points of acid damage. When the creature reaches zero hit points, they are destroyed body and soul and cannot be raised or resurrected ever, unless through the power of a wish. A swallowed being must deal 30 points of damage to cut itself free from Keshimash's gut with a light slashing weapon capable of dealing damage to the demon lord.

TAIL BARB: In lieu of the tail slap, Keshimash may opt to fire 1d6 barbs from his tail at opponents. On a successful hit, the target takes 1d6 points of damage per barb and is affected by a deadly venom.

VENOM: The barbs of Keshimash's tail are filled with a deadly type V poison requiring a successful constitution save. A failed save results in instant death. A successful save causes 1d10 points of damage and a loss of 2 points of constitution for two weeks, or until restored by remove poison or restoration spells.

TRAMPLE: On a charge attack, Keshimash can attempt to trample any opponent or series of opponents in his path regardless of relative size to himself. All enemies within a straight line must make a dexterity save at -10 to avoid the trample attack. Those who fail suffer 10d6 points of damage and are knocked prone. In order to perform the trample attack, Keshimash must have at least 120 ft. of free space with which to charge.

Malhater the Destroyer, Arch Fiend

NO. ENCOUNTERED: Unique
SIZE: Huge (50 ft. tall)
HD: 35d8 280 hp
MOVE: 40 ft., Fly 120
AC: 33
ATTACKS: Two Claws 2d10, Bite 5d6, 6 face tentacles (1d8+paralysis), Tail Tentacles (6) (1d8+bleed)
SPECIAL: +3 or better to hit, Demonic Traits, Spell Resistance (19), Spell Like Abilities, Ring of Destruction, Constrict, Swallow Whole.
SAVES: M & P
INT: Supra Genius
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar, Demon Lord
TREASURE: 18x12
XP: 38200+35

Massive and terrifying, Malhater is arguably the most disturbing and imminently malevolent of the four. Malhater appears as a being with the upper body of a man, with leathery dragons wings sprouting from his back. His lower half is a writhing mass of serpents, each ending in a mouth filled with razor sharp fangs. His head is best described as bestial, leonine and boar-like at the same time with tearing tusks, fangs, and several pairs of gold and crimson eyes arranged in his gruesome face. His head is surrounded in a mane of porcupine like bristles and ever grasping tentacles.

His realms of the Nether are a blasted hearth of semi-molten stone amidst a maelstrom of fire and ice which is roamed by warring bands of Ragok and other forsaken demons.

COMBAT: Malhater prefers to wade into the midst of enemies, and unleash the ring of Destruction special ability before laying forth with its devastating melee attacks.

RING OF DESTRUCTION: 1 per day—Malhater can unleash a ring of destruction around himself. The ring of destruction creates a massive shockwave that emanates from Malhater to 100 ft. in every direction, which deals 20d6 points of damage unless a successful constitution save is made. The second effect is a localized earthquake, having the same effect as an earthquake spell. Malhater is immune to both effects.

TAIL TENTACLES: The tail of Malhater is covered with biting mouths. On a successful hit, the target is struck with 1d6 mouths, each dealing 1d8 points of damage. Malhater gains ½ of this damage back in hit points. The victim of the attack also suffers one point of bleed damage per successful tentacle hit. The victim continues to bleed until healed with magic, or the wounds are washed with holy water.

On a roll of 19 or better, the victim of Malhater's tail strike is wrapped in the tentacles and becomes constricted, suffering 5d6 points of damage per round unless a successful dexterity or strength save is made to escape the serpentine coils.

FACE TENTACLES: On a successful attack with his facial tentacles, 1d8 tentacles strike an opponent dealing 1d8 points of damage per tentacle. On a successful strike, the tentacles also cause paralysis, unless a successful constitution save is made. The tentacles themselves are heavily barbed and deal 1d8 points of damage per hit. Creatures who make a successful save are immune to the paralytic effect for 24 hours.

SUMMON LESSER DEMONS: At will, once per day, via its Gate power can summon the equivalent of 5d6 hd worth of lesser demons of up to 10 HD each once per day. Typically he summons Ragok, though he may summon any sort of demon or lesser devil. Optionally he has a 5% chance of summoning one of the other four.

SPELL-LIKE ABILITIES: At will — *magic circle against good, magic jar, charm person, persistent image, read magic, read languages, detect invisibility, ESP, clairvoyance-clairaudience, putrify food and drink, bestow curse, cause disease, hold monster, suggestion, polymorph self, polymorph other, dispel magic*. Once per day—*unholy word, gate* (see summon lesser demons) Malhater may use the gate to escape if threatened, bestow wish. Malhater uses its spell-like abilities as a 20th level caster.

DEMONIC AT WILL: Alter size, detect magic, know alignment, message, see invisibility.

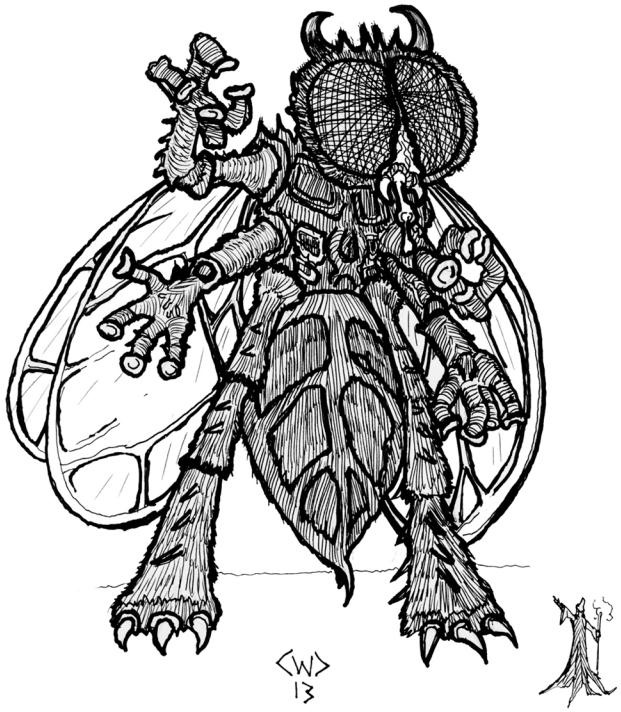
FRIGHTFUL PRESENCE: Like other arch fiends, Malhater exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Malhater's dreadful size and insanity driving presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

SWALLOW WHOLE: If Malhater's bite attack strikes with a 18 or better, he swallows his enemy whole, regardless of the size of his enemy in proportion to his form, unless the victim succeeds a successful dexterity save -10 to avoid being swallowed and thus consumed. Each round spent within the

gullet of Malhater deals 1d20+20 points of damage from constriction and 10 points of acid damage. When the creature reaches zero hit points, they are destroyed body and soul and cannot be raised or resurrected ever, except through the power of a wish. A swallowed being must deal 30 points of damage to cut itself free from Malhater's gut with a light slashing weapon capable of dealing damage to the demon lord.

Navolka the Plague Bringer

NO. ENCOUNTERED: Unique
SIZE: Colossal (100 ft. tall)
HD: 35d8 (280 HP)
MOVE: 60 ft. Fly 120.
AC: 27
ATTACKS: Crush (6d10), Proboscis Pierce (5d6)
SPECIAL: +3 or Better Weapon to Hit, Demonic Traits, Spell Resistance (18), Spells, Vomit of Filth, Summon Lesser Demon, Plague of Navolka, Plague Wings. Frightful Presence
SAVES: M/P
INT: Supra Genius
ALIGHNMENT: Chaotic Evil
TYPE: Extraplanar, Demon Lord
TREASURE: 18
XP: 39200+35



As the fly is to man, so is man to the immense fiend Navolka. Navolka is at ease striding on its hind legs as a man, or upon all six as an insect. His body is a bloated insect-like affair, appearing as some demonic cross between gnat, fly, and flea. Navolka's wings are so huge that when he flaps them, entire villages may be blown apart by their thrumming wash of polluted air. His breath and body reek of dung and decay.

Navolka is one of the four, who are harbingers of destruction. When working in concert any two of the four is as mighty as any god. Should the four have cause to work together, they possess the power to bring about the death and damnation of entire worlds. Luckily for those beings who dwell upon the mortal planes, the four seldom have cause to work as one, as they are capricious beings and jealous of one another.

Navolka is known as the plague bringer, and as such he first sends forth his children Verlangu and Famitha to weaken his hosts before manifesting doom upon entire civilizations. Navolka is extremely intelligent, though his intelligence is alien to the minds of mortals. As a greater demon lord , Navolka has the power to grant spells to the followers of his various cults, up to the 9th level of power.

COMBAT: Navolka attacks with swarms of summoned enemies and his spell-like abilities. When pressed into physical combat, Navolka begins by flapping his mighty wings, which bring about the double effect of filling the area with plague, and slamming opponents prone with the powerful wind his wings generate. On subsequent rounds, he attacks with a stamp of one of his mighty feet and by piercing foes with his massive proboscis. Victims struck with the proboscis face a far worse fate, as Navolka may choose to vomit forth acidic, disease-ridden filth upon the target. If threatened with defeat, Navolka flees to its own realm of the nether. Navolka's physical attacks are as if they are attacks with a +5 weapon for the purposes of overcoming magical protections.

DEMONIC TRAITS: ½ damage from fire, cold, and electricity. Darkvision 120 ft., twilight vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells affect demons normally unless otherwise denied by spell resistance or their innate resistances.

PLAGUE WINGS: When Navoka directs the flap of its wings at foes, it creates a localized wind storm extending in a cone 100 ft. wide at it's start by 450 ft wide at its terminus 450 ft. away. It takes Navolka 1 round to deploy this deadly attack and it can only be sustained for a total of rounds per day.

Beings and objects under 500 lbs. in weight must make a strength save to keep from being hurled away, suffering 10d6 points of damage. On a successful save, they find a purchase to hold on to, though cannot move and suffer 6d6 points of damage from debris, though a successful dexterity save reduces this damage by half. Creatures of more than 500 lbs. weight may attempt a strength save to move about at ½ speed. All structures made of any material less than solid stone suffers ½ the wing damage in structural damage.

Furthermore, the filth churned up by Navolka's wings forces all within its wind to make a constitution save vs. Plague. Failure means that the victim is infected with the plague of Navolka. See plague of Navolka under the description for Xagon.

VOMIT OF FILTH: Once per day, Navolka may vomit forth a pool of acid and filth upon any subject struck with his proboscis. This flood fully engulfs the victim dealing 10d6 points of acid damage.

SUMMON LESSER DEMONS: At will, once per day, via its gate power, Navolka can summon the equivalent of 4d6 hd worth of lesser demons of up to 6 HD each once per day. Typically he summons Xagon, though he may summon any sort of demon. Optionally Navolka has a 50% chance of summoning Verlangu or Famitha, and a 15% chance of summoning both. His summoning ability takes 1 full round. He has a 1% chance of summoning one of the other four.

NAVOLKA'S PLAGUE: See the side bar describing the plague under the description for Xagon.

SPELL-LIKE ABILITIES: At will— magic circle against good, charm person, persistent image, read magic, read languages, detect invisibility, ESP, clairvoyance-clairaudience, putrefy food and drink, bestow curse, cause disease, hold monster, suggestion, polymorph self, polymorph other, dispel magic. Once per day— unholy word, gate (see summon lesser demons) Navolka may use the gate to escape if threatened, bestow wish. Navolka uses its spell like abilities as a 20th level caster.

DEMONIC AT WILL: Alter size, detect magic, know alignment, message, see invisibility.

FRIGHTFUL PRESENCE: Like other arch fiends, Navolka exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Navolka's dreadful size and unholy buzzing. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

The Seven Who Rule Below

Prince Aganaktes , the Butcher

NO. ENCOUNTERED: Unique
SIZE: Large
HD: 34d8 272 hp
MOVE: 50 ft.
AC: 33
ATTACKS: 4 Cleavers (2d10+12+1d6 fire, cold, acid, or electric) Bite 2d6, 2 hooves 1d10.
SPECIAL: Demonic Traits, Spell Resistance 18, Trample, Spell Like Abilities, Lord of Hatred, Blood Thirsty, Blades of Hatred, Summon Lesser Demon or Devil, Frightful Presence.
SAVES: M, P
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Unique, Demon Lord
TREASURE: 18x8
XP: 48000+30



Aganaktes is one of the few Demons who hold a court in the rings of hell, and a position among the seven who rule. He appears as a minotaur-like cross breed of a large bull and a four armed horned ape. His torso is crisscrossed with scars from where he constantly slices his own raw flesh with the cleavers he bears in each of his oversized fists. Aganaktes embodies the essence of despising hatred and deep disgust. Although he is not the most intelligent of the seven, he is somewhat militaristic in nature and is considered by many to be one of the most physically brutal of the seven. Aganaktes's rings of hell are a barren land made of tortured and torn flesh of bullies and brutes, and victims of self-loathing who took their aggression out on others. The lands around his fortress are crawling with the ever-battling hordes of demons and devils that make up his armies. Aganaktes holds sway over the damned that bullied and harassed those around them during life.

COMBAT: Aganaktes prefers physical combat above all else. He drives himself into melee laying waste to foes with his mighty cleavers as his innate magical powers wash over his enemies.

BLADES OF HATRED: These four identical cleavers are forged from hellish black metal and are inscribed with sigils of destruction written in the infernal dialect. In the hands of Aganaktes, these cleavers deal 2d10+5 points of damage and an additional 1d6 points of either electric, fire, cold, or acid damage depending on the cleaver. As infernal weapons they deal an additional 1d6 points of damage to goodly aligned foes. On a roll of natural 20, they slice and dismember the victim as follows.

1. Head=Instant Death
2. Left Arm
3. Right Arm
4. Torso (waist)=Instant Death
5. Left Leg
6. Right Leg

When wielded by a mortal, the cleavers are considered so heavy that they act as a +5 two-handed axe.

TRAMPLE: On a charge attack, Aganaktes can attempt to trample any opponent or series of opponents in his path regardless of relative size to himself. All enemies within a straight line must make a dexterity save to avoid the trample attack. Those who fail suffer 6d6 points of damage and are knocked prone. In order to perform the trample attack, Aganaktes must have at least 120 ft. of free space with which to charge.

LORD OF HATRED: Once per day, Aganaktes can drive 25 hd worth of wounded creatures into a frenzy of hate and disgust, unless they make a successful charisma save. Frenzied creatures gain a +2 to attack rolls, a +2 to damage, and fight on to negative hit points until their damage is equal to their constitution score, or in the case of monsters, their hit dice. The frenzy lasts until the creature or its opponents are slain. Aganaktes exudes this aura upon friend and foe alike.

BLOOD THIRSTY: Once per day, Aganaktes can curse 25 hd worth of enemies into drinking the blood of the wounded unless a successful charisma save is made to avoid the effect. Affected individuals sprout fangs from their jaws and a ravenous hunger for blood fills their bellies. These individuals turn on any beings previously wounded and leaking blood, attacking with a bite. On a successful hit, they latch on to their prey, draining 1d6 hit points worth of blood per round. They continue to drink until their enchantment is broken, they are slain, or they have drunk 1d6 points of blood per point of constitution they possess. For example, a fighter with a constitution score of 18 would not be sated until it had drank 18d6 hit points worth of blood.

DEMONIC TRAITS: SR 18, ½ damage from fire, cold, and electricity. Darkvision 120 ft., twilight vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells affect demons normally unless otherwise denied by spell resistance or their innate resistances.

FRIGHTFUL PRESENCE: Like other arch fiends, Aganaktes exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Aganaktes unholy presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

SUMMON LESSER DEMONS: At will, once per day, via his



gate power, he can summon the equivalent of 10d6 HD worth of lesser demons of up to 6 hd each once per day. Typically he summons Ragok, though he may summon any sort of demon. Optionally, Aganaktes has a 10% chance of summoning any of the other seven, and a 1% chance of summoning one of the four.

SPELL LIKE ABILITIES: At will — *magic circle against good, protection from law, charm person, persistent image, read magic, read languages, detect invisibility, ESP, clairvoyance-clairaudience, dispel magic, putrefy food and drink, bestow curse, cause disease, fireball, lightning bolt, hold monster, suggestion, polymorph self, polymorph other, dispel magic*. Once per day—*dispel good, dispel law, imprisonment, unholy word, magic jar, gate* (see summon lesser demons) Aganaktes may use the gate to escape if threatened, bestow wish. Aganaktes uses its spell like abilities as a 20th level caster.

Princess Invess, Lady of Envy

NO. ENCOUNTERED: Unique
SIZE: Medium
HD: 32d8 (256)
MOVE: 30 ft., Fly 180
AC: 33
ATTACKS: 2 razors (1d10+10), and bite 1d8
SPECIAL: SR 17, +3 or better to hit, devil traits, spells, Irony, Jealous Hearts, Spiteful Glass, Waves of Envy
SAVES: M&P
INT: Supra Genius
ALIGNMENT: Lawful Evil
TYPE: Arch Fiend (Devil) Extraplanar
TREASURE: 12x18
XP: 42,768+32

Invess is one of the seven rulers of hell, and as such represents the evils produced by the sin of Envy. Once a being of light and beauty, jealousy of pure mortal flesh led to Princess Invess's ultimate fall from the light of grace. Invess is now an emaciated fiend with the rotted coal black wings of a crow sprouting from her bony back. Her face is a mass of stitches and rotted flesh and a burning halo hovers over her horned head, and her eyes are pools of wet blackness. Invess's own perception of self is deeply skewed as she spends unknown hours staring into her enchanted platinum hand mirror.

Invess's rings of Hell appear to mortals as a broken fairy tale realm where gleaming castles of pastel hues lay broken and splattered with blood. Once idyllic glades appear warped and twisted, populated by deformed woodland creatures. The damned of the rings of Invess are wandering souls, peeled of their skin, shuddering and wailing in sorrow as salty tears pour over their raw flesh.

COMBAT: Invess prefers to tempt beautiful maidens into her domain where she stalks them like deer, ultimately peeling the flesh from their bodies and stitching it to her own in an attempt to increase her own faded beauty. Invess uses powerful enchantments and illusions to trick mortals into letting down their guard so that she may ensnare them and torture them at her leisure. If pressed into combat, she uses spells and her razor to decimate her enemies.

IRONY: Invess's razor is a +5 weapon. In her hands the weapon deals 1d10+10 points of damage as a melee weapon. Any creature struck with the weapon must make a successful constitution save or suffer 1 point of bleed damage per successful strike. On a roll of 19 or better, the victim has had a major artery sliced, and suffers 1d6 points of constitution damage per round until they bleed out, or are magically healed.

THE SPITEFUL GLASS: This priceless platinum hand mirror acts as a mirror of life trapping with 30 compartments. At will, Invess can call forth one of the beings trapped within the spiteful glass and force them to fight on her behalf as if they were charmed with a charm monster spell.

WAVES OF ENVY: The very presence of Invess causes mortals to suffer pangs of envy towards one another. There is a 50% chance that the envy that a character feels towards others is attribute based, and a 50% chance that the envy is possession (item) based.

Upon experiencing the Waves of Envy all characters must make a successful charisma save or become affected with strong feelings of envy towards another character as determined at random by the Castle Keeper. Failed saves mean that the character seeks to possess an item owned by the other character and intends to take it by force, or that the character is envious of an attribute possessed by their target, and intends to destroy it by force. This power can be dispelled by protection from evil, being doused with holy water, or a bless spell cast upon the affected party member(s).

JEALOUS HEARTS ARE EASILY BROKEN: 3 times per day, Invess can target an opponent possessed of her waves of envy power and pull their heart from their chest, killing them instantly. At a word Invess holds forth her hand and the target's heart comes bursting from their chest unless a successful charisma save is made. A target whose heart is crushed are dead, and their soul devoured by Invess, who gains 5 HP per HD of the target. Such creatures are dead forever and cannot be raised by any power save resurrection cast by a deity itself, or through the magic of a wish.

SPELL-LIKE ABILITIES: Bestow curse, bless, curse, prayer, unhallow, life drain, banishment, true seeing, charm monster, dispel chaos, dispel good, magic circle against good, greater teleport (self plus 50 pounds of objects only), hold monster, true seeing, wall of fire, suggestion., true seeing 2 day— firestorm 1 day—unholy word, symbol (any), gate*

INFERNAL CONTRACT: Once per day, a devil can enter into an infernal contract with a creature native to the material plane. The devil is forbidden to use their charm abilities to force the subject to sign the contract, but all other manner of lies and duplicity and half-truths are fair game. The terms of the contract spell out the debt owed to the devil. It is usually the soul of the signer or some other terrible price the signer may or may not wish to pay. Once the subject signs the contract, Invess has the authority to grant the subject one wish (as per the spell cast by a 20th level wizard).

Non-evil creatures that sign an infernal contract must succeed on a charisma save (CL 14) or their alignment moves one step towards evil (i.e. good to neutral, neutral to evil). Paladins and clerics of non-evil or chaotic deities lose their class abilities upon signing an infernal contract. They must give up any benefit they received as a result of the wish before they can atone.

DEVIL TRAITS: Immune to fire, ½ damage from cold, acid, electric. spell resistance 17, darkvision 120 ft., twilight vision. Devils are only wounded by magical weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: *Change self, detect magic, know alignment, message, see invisibility*.

FRIGHTFUL PRESENCE: Like other arch fiends, Invess exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Invess's unholy presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

PLANE SHIFT: 1/day—To rings of hell only.

***SUMMON DEVIL**: 1/day— may summon lesser devils whose hit dice equal her own or less once per day. Summoned devils may not plane shift back to the rings of hell, and must fight on to the completion of their task, or until the duration of the summoning expires. There is a 1% chance that Invess may summon another of the seven, or one of the four.

Prince Orgochio, Lord of Sloth

NO. ENCOUNTERED: 1
SIZE: M
HD: 31d8 (248 HP)
MOVE: 30, Fly 180
AC: 34
ATTACKS: 2 Slams (3d8+Fungal Rot)
SPECIAL: SR 18, Devil Traits, Lackadaisical Luster, Will to Fail, Stench of Death, Frightful Presence, Spells
SAVES: M & P
INT: Genius
ALIGNMENT: Neutral Evil
TYPE: Unique Arch Fiend, Ultraplanar, Devil
TREASURE: 18x8
XP: 14955 +30



Orgochio is the Lord of Sloth, and one of the seven rulers of the rings of hell. He appears as a potbellied, but otherwise thin humanoid of human size wrapped in a filthy lice ridden shroud. His wide brow is crowned with curling horns and the burning halo of the fallen. Rotted black crow's wings spring from his back. His putrid flesh crawls with the infernal larvae that constantly bubble beneath his ashen skin, feasting on the fungus and infected wounds of his unholy personage.

Orgochio's rings of hell smell so foul as to be a source of scorn even amongst the other inhabitants of the Pit, so foul in fact that the "Pits of Hell" have become synonymous with his kingdom. The land overflows with trash and detritus, and pools of raw sewage, forever in a state of half rot and semi decay. Orgachio's realm is populated by a variety of lowly demons and devils as well as the souls of hoarders, slobs, murderous vagrants, and villainous landlords, serving the simple punishment of being trapped as one of Orgochio's subjects for eternity.

DEVIL TRAITS: Immune to fire, ½ damage from cold, acid, electric, darkvision 120 ft., twilight vision. Devils are only wounded by magical weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: *Change self, detect magic, know alignment, Message, see invisibility*.

PLANE SHIFT: 1/day—To rings of hell only.

STENCH OF DEATH: The smell of Orgochio is so foul that any creature within 30 ft. of him must make a constitution save or begin retching uncontrollably. Any creature who fails his save with a roll of natural 1 chokes on his own vomit and dies. The stench may only be overcome with a gust of wind spell, whirlwind, or some other magical or natural sustained wind of 30mph or stronger.

FUNGAL ROT: Orgochio's touch causes a horrid rot similar to the rot of a mummy. Any damage afflicted by Orgochio cannot be healed unless it is first cured with a cure disease spell. Furthermore, the victim's touch spreads the rot, so that natural and magical healing cannot occur. Any being struck by Orgochio must then make a successful constitution save to avoid these debilitating effects.

LACKADAISICAL LUSTRE: 3 times per day, Orgochio's touch can be used to destroy any non –relic level object. In other words his touch renders non-living objects worthless. These objects fall to pieces and become completely unusable in any capacity, and cannot be reclaimed or fixed save through the power of a wish. A sword may turn to dust, a suit of armor rust to pieces, a ship come apart at the clapboards, etc. The object receives a saving throw based on the level of the owner so long as the owner is in possession of the item (i.e. is standing upon the item, or has the item in hand). This ability may be used to great destruction should Orgochio lay hands upon the foundation of a fortress, or the cantilever of a great span bridge.

WILL TO FAIL: Orgochio's presence causes beings to lose their desire to do anything. They choose not to fight, not to eat, not to drink, not to work, or any other action until ultimately they starve to death and die do to their lack of activity. Orgochio affects 31 HD worth of beings with the will to fail three times per day unless a successful wisdom save is made. The effect lasts until dispelled by dispel magic, holy water, bless spell, or protection from evil is cast upon the victim.

SPELL-LIKE ABILITIES: *Bestow curse, bless, curse, prayer, unhallow, life drain, banishment, true seeing, charm monster, dispel chaos, dispel good, magic circle against good, stinking cloud, greater teleport* (self plus 50 pounds of objects only), *hold monster, true seeing, wall of fire, suggestion, true seeing* 2 day— *firestorm 1 day— unholy word, symbol (any), gate**

***SUMMON DEVIL:** 1/day— may summon another, or lesser devils whose hit dice equal their own or less once per day. Summoned devils may not plane shift back to the rings of hell, and must fight on to the completion of their task, or until the duration of the summoning expires. There is a 1% chance that Orgochio may summon another of the Seven, or one of the Four.

DEVIL'S PACT: Orgochio has the ability to grant a wish to a mortal once per year in trade for part or all of a mortal soul of the recipient as determined by the Castle Keeper.

FRIGHTFUL PRESENCE: Like other arch fiends, Orgochio exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Orgochio's unholy presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

Prince Ponzar Avartia, Lord of Greed

NO. ENCOUNTERED: 1
SIZE: Large
HD: 33d8, (264 hp.)
MOVE: 30 ft. Fly 180
AC: 32
ATTACKS: Scepter of Avarice 3d10+12, Blade of Covetous 3d6+12, or two slams (2d8)
SPECIAL: +3 or better to hit, devil traits, spell like abilities, Avarice, Covetous, Weight of Greed, Insipid Greed. Frightful Presence
SAVES: M&P
INT: Supra Genius
ALIGNMENT: Lawful Evil
TYPE: Arch Fiend (Devil) Extraplanar
TREASURE: 24x18
XP: 34,848+33

Prince Ponzar Avartia is one of the rulers of Hell, and rules over those damned who lost their souls due to unending greed. Ponzar appears as a thickly fleshed, full-bodied man with thin pink skin stretched taut so that broken veins and vessels seem to protrude just under the surface.

Like others of the fallen a pair of rotted and charred black crow's wings protrude from his back where they seem to constantly waft smoldering ash and infernal lice. A halo of flames tops his fat hairless horned head. Ponzar's eyes are deep pools of murky black and his mouth is lined with rotted black teeth. Ponzar is insanely greedy, especially when it comes to the possession and control of ancient and powerful relics and goes to great lengths to trick mortals out of both their wealth and mortal soul.



Ponzar's rings of hell are filled with broken souls, either buried under mountains of lead coins or forced by his minions to carry packs full of leaden bricks or devour mountains of red hot iron doubloons for eternity. Such is the price of greed amongst mortals.

COMBAT: Ponzar Avartia prefers to use guile, deception, and his spell-like abilities. Failing this he summons lesser devils and demons to fight on his behalf. If pressed into melee, he attacks with either his mighty scepter, or his wicked knife. Ponzar possesses all of the powers and abilities of a 20th level assassin.

FRIGHTFUL PRESENCE: Like other arch fiends, Ponzar exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Ponzar's unholy presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

KNIFE OF COVETOUS: This unholy knife deals 3d6+12 points of damage in the hands of Ponzar. He never uses the weapon in a straight up fight, instead using it only to stab his enemies in the back. He uses this blade only to perform backstabs and assassination of enemies. With it in his hands he does not need to wait and observe an enemy in order to attempt a death attack.

SCEPTER OF AVARICE: This unholy +5 scepter deals 3d10+12 points of damage in the hands of Ponzar. The weapon serves as an extension of its wielder's greed and drains both magic and life energy from its target. The scepter acts as both a weapon of life stealing, draining a life level with each strike as per a sword of life stealing, and acts as a rod of cancellation with no limit upon the amount of magical power it may drain.

WEIGHT OF GREED: 3/day—Ponzar assesses the gold piece value of a target's material possessions and buries them in an equivalent weight in gold of red hot iron chain. For simplicity sake, unless the character carries no possessions whatsoever (such as a penitent cleric, monk, or paladin), this amount is roughly equal to 50 lbs. of weight per character level. The chains deal 1d6 points of crushing and burning damage per round with half of the damage being fire or heat damage until the character is able to break or wriggle free requiring a successful strength or dexterity save.

INSIPID GREED: Any being within sight of Ponzar must make a successful wisdom save or become overwrought with greed and an avaricious desire to possess the first material item that they see, stopping at nothing to possess the item. Ponzar likes to use this to his advantage, crafting detailed illusions of valuable and clearly impossible items for mortals to become fascinated with at the moment he reveals himself to them. Characters instilled with insipid greed may steal, murder, kidnap or worse in order to take possession of the item of their deepest desire. One of Ponzar's favorite tactics is to visit a town, craft a shop from illusions, and fill the shop with items that ensnare the imagination and spirit of the folk who visit his store. This greed may only be dispelled by dousing the victim with holy water, a bless spell, or protection from evil spell.

SPELL-LIKE ABILITIES: *Bestow curse, bless, curse, prayer, unhallow, life drain, banishment, true seeing, charm monster, dispel chaos, dispel good, magic circle against good, greater teleport* (self plus 50 pounds of objects only) *wall of fire, persistent image, suggestion, fireball*. 2 day—*earthquake, firestorm, power word stun,. 1 day—unholy word, symbol (any), gate, incendiary cloud, power word kill*.* His spells are cast as a 20th level caster.

INFERNAL CONTRACT: Once per day, a devil can enter into an infernal contract with a creature native to the material plane. The devil is forbidden to use their charm abilities to force the subject to sign the contract, but all other manner of lies and duplicity and half-truths are fair game. The terms of the contract spell out the debt owed to the devil. It is usually the soul of the signer or some other terrible price the signer may or may not wish to pay. Once the subject signs the contract, Invess has the authority to grant the subject one wish (as per the spell cast by a 20th level wizard).

Non-evil creatures that sign an infernal contract must succeed on a charisma save (CL 14) or their alignment moves one step towards evil (i.e. good to neutral, neutral to evil). Paladins and clerics of non-evil or chaotic deities lose their class abilities upon signing an infernal contract. They must give up any benefit they received as a result of the wish before they can atone.

DEVIL TRAITS: Immune to fire, ½ damage from cold, acid, electric. spell resistance 18, darkvision 120 ft. twilight vision. Devils are only wounded by magical weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: Change self, detect magic, know alignment, message, see invisibility.

PLANE SHIFT: 1/day—To rings of hell only.

***SUMMON DEVIL:** 1/day— may summon another, or lesser devils whose hit dice equal their own or less once per day. Summoned devils may not plane shift back to the rings of hell, and must fight on to the completion of their task, or until the duration of the summoning expires. There is a 1% chance that Ponzar may summon another of the seven, or one of the four.

Princess Synessluth, Mistress of Seduction

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 30d8, 240 hp
MOVE: 30, fly 180
AC: 32
ATTACKS: Bite 1d10+level drain, or two claws (4d6), or sword of temptation (3d6+11).
SPECIAL: +3 or better to hit, Devil Traits, Spells, Dark Temptation, Synessluth's Kiss, Burning Embrace, Frightful Presence
SAVES: M&P
INT: Supra Genius
ALIGNMENT: Chaotic Evil
TYPE: Unique Arch Fiend (Demon) otherplanar
TREASURE: 11x18
XP: 40,752+31

Synessluth has pale skin of alabaster and is always attired in thin gauzy outfits that accentuate her overly developed voluptuousness. Belying her physical charms are her burning halo, pointed horns, bifurcated tail, soulless black eyes, and of course the leathery batwings that rise from her supple back.

Synessluth contests with Yorgovea for dominion over fallen paladins, tempting them before all other targets with her mental and physical charms. She represents the darkest lusts and primal desires of mortals. Her rings of hell are sensuous and deadly. Gardens filled with beautiful yet toxic flowers, hell bound mimics, and devices of carnal torture are the norm. Her rings are overrun with legions of her elite tempturi: succubae with maximum hit points per hit die. The tempturi busy themselves torturing the souls of the lustful damned.

SPELL-LIKE ABILITIES: *Bestow curse, bless, curse, prayer, unhallow, life drain, banishment, true seeing, charm monster, dispel chaos, dispel good, magic circle against good, greater teleport* (self plus 100 pounds of objects only), *hold monster, persistent image, suggestion, true seeing, wall of fire*. 2 day—*veil, firestorm 1 day—unholy word, symbol (any), gate, imprisonment**

TEMPTATION: The sword of Temptation is a +5 dancing two-handed sword that deals 3d6+11 points damage in Synessluth's hands. If Synessluth desires it, any creature struck by the sword of seduction while it is within her hands must make a successful wisdom save or have their alignment shifted one step closer to chaotic evil. Each strike thereafter requires an additional saving through and moves the target one step closer. Once the victim's

alignment has changed to chaotic evil, they have been seduced by Synessluth's charms and become her willing ally and thrall. This seduction may only be broken through a prayer spell, dousing the victim in holy water, or successful casting of remove curse or dispel magic.

DARK TEMPTATION: Synessluth's aura of beauty is so powerful that any who see her are filled with lustful thoughts to the point where they drop any items that they have and begin to remove all of their gear and equipment unless a successful charisma save is made.

SYNESSLUTH'S KISS: Should she so choose, the kiss of the Princess of Lust drains 1d6 life levels from the target per round, until she drinks their entire soul. The embrace can only be broken by dousing the victim with holy water, casting bless, or protection from evil on the victim, or through a successful charisma save to break the glamour that they have fallen under. For each life level Synessluth drains, she gains 6 hit points.

BURNING EMBRACE: Should she desire, Synessluth may immolate a victim with her fiery embrace. Any victim struck with both of Synessluth's claws and grappled, or charmed into her arms may be burned by the Demoness for a number of points of damage equal to her current hit points. ½ of this damage is from the unholy fires of hell and is thus unholy damage, the other half is actual fire damage.

PLANE SHIFT: 1/day—To rings of hell or nether only.

DEMONIC TRAITS: SR18, ½ damage from fire, cold, and electricity. Darkvision 120 ft., twilight vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells affect demons normally unless otherwise denied by spell resistance or their innate resistances.

FRIGHTFUL PRESENCE: Like other arch fiends, Synessluth may choose to exude her unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by Synessluth's horrid presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

SUMMON LESSER DEMONS: At will, once per day, via her gate power, she can summon the equivalent of 10d6 HD worth of lesser demons of up to 6 HD each once per day. Typically she summons *Succubae, though she may summon any sort of demon. Optionally, Aganaktes has a 10% chance of summoning any of the other seven, and a 1% chance of summoning one of the four.

See Monsters and Treasure of Airdhe

SPELL LIKE ABILITIES: At will — *magic circle against good, protection from law, charm person, persistent image, read magic, read languages, detect invisibility, ESP, clairvoyance-clairaudience, dispel magic, putrefy food and drink, bestow curse, cause disease, fireball, see invisibility, lightning bolt, hold monster, suggestion, polymorph self, polymorph other, dispel magic*. Once per day—*dispel good, dispel law, imprisonment, true seeing, unholy word, magic jar, gate* (see summon lesser demons) synessluth may use the gate or plane shift to escape if threatened, mass suggestion, mass charm, bestow wish. Synessluth uses its spell like abilities as a 20th level caster.



King Yum, Prince of Gluttony

NO. ENCOUNTERED: 1
SIZE: Large
HD: 33d8 (264 hp)
MOVE: 40 ft.
AC: 33
ATTACKS: 2 slams (3d10) and bite (5d6+swallow whole), or Skull Capper (4d10+15)
SPECIAL: SR 17, Stunning Blow, Grab, Feast or Famine, Demon Traits, Swallow Whole
SAVES: M, P
INT: Superior
ALIGNMENT: Chaotic Evil
TYPE: Unique Fiend, Demon
TREASURE: 18x7
XP: 43560+33

Monstrously obese, self- proclaimed "king" Yum is one of the seven rulers of the rings of hell. Yum has the horrific countenance that appears as a mix between bovine, porcine, and human features. He is a sickly pink skinned humanoid over twelve ft. tall with a gore splattered apron, glowing red eyes and a maw full of broken yellowed teeth. A small, cheap tin crown

sits atop a shock of greasy bristled hair from which spring his short blackened horns.

Yum is a glutton in every sense of the word, and is filled with an insatiable appetite. He would indeed devour the universe could he fit it all into his mouth at once. Instead, Yum must comport himself to devouring it bit by bit, as he dreams of a massive sieve which could grind it all down into a more serviceable mouthful.

Yum's rings of hell are comprised of carnivorous, plants, beasts, demons, devils, and the like who bide their time devouring one another as well as consuming, defecating, and re-devouring the re-constituted damned over and over again. Every plant, animal, demon, devil, and piece of accursed earth within the realm groans with hunger. The rings are labyrinthine in nature, piled high with bones, and half cured flesh. The boiling air wafts with the scent of cooked meat causing all who visit to ache with famished pangs of starvation as they yearn for flesh if their flesh.

FEAST OR FAMINE: 3 times per day Yum can compel enemies to suffer the pangs of starvation unless a successful charisma save is made. Yum's power affects all creatures within a 50 ft. radius with this ability. The compulsion lasts for 2d6 minutes and can only be broken via dispel magic, bless, protection from evil, or dousing the affected victim with holy water. Starving creatures stop what they are doing and begin eating everything at hand, starting with their rations. When the rations are expired they begin drinking any wine, potions, lamp oil, acid vials, etc. they have on hand. When these items are consumed, they turn on one another attempting to slay and devour any flesh they can eat. Once all victims have been consumed they begin to devour dirt and earth until they die or the compulsion wears off. The compulsion is immediately broken if Yum attacks the starving victim.

COMBAT: Yum attacks with slams of his huge broken clawed fists, or with his broad bladed cleaver called the "Skull Capper". He seeks to stuff any stunned or grappled opponent into his huge maw, devouring them body and soul.

STUNNING BLOW: Creatures hit by Yum's mighty fists must succeed a constitution save or be stunned for 1d4 rounds, and unable to move, or defend themselves.

GRAB: On a successful melee strike, Yum may attempt to grab an opponent. Successfully grabbed creatures lose any dexterity bonus to armor class and suffer 4d6 points of crushing damage. On the following round if they have not freed themselves, Yum may opt to put the victim in his mouth, attempting to swallow them whole.

SWALLOW WHOLE: If King Yum's bite attack strikes with a 19 or better, he swallows his enemy whole, regardless of the size of his enemy in proportion to his form, unless the victim succeeds a successful dexterity save -10 to avoid being swallowed and thus consumed. Each round spent within the gullet of Yum deals 1d20+20 points of damage from constriction and 10 points of acid damage. When the creature reaches zero hit points they are destroyed body and soul and cannot be raised or resurrected ever, save through the power of a wish. A swallowed being must deal 30 points of damage to cut itself free from Yum's gut with a light slashing weapon capable of dealing damage to the demon lord.

SUMMON LESSER DEMONS: At will, once per day, via its gate power, Yum can summon the equivalent of 5d6 HD worth of lesser demons or devils of up to 10 HD each once per day. Optionally he has a 5% chance of summoning one of the other seven, or a 1% chance of summoning one of the four.

SPELL LIKE ABILITIES: At will — *magic circle against good, magic jar, charm person, dispel magic, persistent image, read magic, read languages, detect invisibility, esp, clairvoyance-clairaudience, putrify food and drink, bestow curse, cause disease, hold monster, suggestion, polymorph self, polymorph other, dispel magic*. Once per day—*unholy word, gate (see summon lesser demons) dispel good, dispel law, bestow wish*. Yum uses his spell like abilities as a 20th level caster.

DEMONIC AT WILL: *Alter size, detect magic, know alignment, message, see invisibility*.

FRIGHTFUL PRESENCE: Like other arch fiends, Yum exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Yum's horrid presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

Prince Yorgovea, Lord of Pride

NO. ENCOUNTERED: 1 (Unique)
SIZE: M
HD: 33d8 (264 hp)
MOVE: 30, Fly 240
AC: 37
ATTACKS: 2 (Sword of Betrayal, 4d6+11), or Bite (3d6+blood drain).
SPECIAL: SR 18, +3 or Better to Hit, Devil Traits, Spells, Supreme Arrogance, Righteous Indignation
SAVES: M & P
INT: Supra Genius
ALIGNMENT: Lawful Evil
TYPE: Unique, Extraplanar, Archfiend, Devil
TREASURE: 10x18
XP: 43,550+33

Yorgovea is the most handsome of the princes of darkness, appearing as a beautiful youth with finely lain features belied only by his tiny horns, coal black eyes, black crow's wings, and the burning halo which hangs above his head. Yorgovea's full lipped smile reveals a pair of elongated canines, causing many to refer to Yorgovea as a patron lord of Vampires. Yorgovea is one of the Seven rulers of the Rings of Hell, and is himself the Prince of Pride. Yorgovea takes pleasure in capturing paladins in the sin of pride and consigning them to an eternity in hell, suffering unending tortures at his behalf.

Yorgovea carries a massive sword called Betrayal, for it is the weapon with which he drew the first blood of the paragons

of good during the battle of the Fall. Despite his appearance, Yorgovea is also one of the oldest of the Seven, and most merciless in his punishment of the damned.

Yorgovea's Rings of Hell are the most subtly beautiful and horrible of unholy dominions. Friezes and columns depicting Yorgovea's various conquests line halls of palaces peopled with the tortured spirits of the damned. Statues of knights, princes, kings, and queens who were damned for their pride dot the landscape. Each of these drips tears of blood which are in turn lapped up by hoards of starving vampires; themselves victims of Yorgovea's intrigue.

COMBAT: At heart Yorgovea is a coward. He summons as many demons or devils as he can to do the majority of his fighting, while relying on his illusions and spell like abilities to deal as much damage to his foes as possible, saving Betrayal to deal the killing blow.

SWORD OF BETRAYAL: The Betrayer is a +5 Lawful Evil bastard sword whose blade is made of pure shadow. The sword deals 4d6+11 points of damage in Yorgovea's hands. Goodly aligned targets take an additional 1d6 points of damage, and chaotic beings take an additional 1d6 points of damage as well. The weapon ignores any armor whose enchantment is less than the enchantment of its wavering black blade and deals 1d6 points of strength damage per strike unless a successful constitution save is made.

SUPREME ARROGANCE: Beings within 30 ft. of Yorgovea must make a successful charisma save or believe that they are immune to attacks and damage, thus eschewing any healing as they feel blows slide off their body, and stand oblivious to blood or injury. This enchantment can only be broken through application of holy water to the victim, or through a bless, dispel magic, or protection from evil spell.

RIGHTEOUS INDIGNATION: 3 times per day Yorgovea summons the power of his looks, prowess, and hellish charm to the forefront, so that any who view him are filled with feelings of worthlessness as he regales them with tales of his might and power. Beings of under 12 HD who view him must make a successful charisma Save or be wracked with feelings of worthlessness and be unable to bear arms against Yorgovea. Being of over 12 HD who fail their save may only attack Yorgovea at a -4 to attacks and damage rolls, and suffer a -2 to saves against Yorgovea's other abilities. The power of this charm may be thwarted with a dispel magic, protection from evil, bless spell, or by dousing those victims with holy water.

BLOOD DRAIN: Yorgovea uses his charm abilities to embrace enemies and attack them with a bite attack. If successful he drains 2d6 hit points worth of blood per round. Yorgovea may drink 88 points of blood before he is satiated.

SPELL-LIKE ABILITIES: *Bestow curse, bless, curse, prayer, unhallow, life drain, banishment, true seeing, charm monster, dispel chaos, dispel good, magic circle against good, greater teleport* (self plus 50 pounds of objects only),*persistent image, hold monster, true seeing, wall of fire, persistant image, suggestion., true seeing* 2 day—Firestorm 1 day—*mass suggestion, mass charm, maze, prismatic spray, unholy word, symbol (any), gate**

INFERNAL CONTRACT: Once per day, a devil can enter into an infernal contract with a creature native to the Material Plane. The devil is forbidden to use their charm abilities to force the subject to sign the contract, but all other manner of lies and duplicity and half-truths are fair game. The terms of the contract spell out the debt owed to the devil. It is usually the soul of the signer or some other terrible price the signer may or may not wish to pay. Once the subject signs the contract, Yorgovea has the authority to grant the subject one wish (as per the spell cast by a 20th level Wizard).

Non-evil creatures that sign an Infernal Contract must succeed on a charisma save (CL 14) or their alignment moves one step towards evil (i.e. good to neutral, neutral to evil). Paladins and clerics of non-evil or chaotic deities lose their class abilities upon signing an Infernal Contract. They must give up any benefit they received as a result of the wish before they can atone.

DEVIL TRAITS: Immune to Fire, ½ damage from cold, acid, electric. Spell Resistance 18, Darkvision 120 ft. Twilight Vision. Devils are only wounded by magical weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: Change Self, Detect Magic, Know Alignment, Message, See Invisibility.

FRIGHTFUL PRESENCE: Like other Arch Fiends, Yorgovea exudes an unholy aura of fear against any beings within 360 ft. Those being with less than 12 hit dice must make a successful charisma save or be affected by the horror of Yorgovea's unholy presence. On a failed save, creatures with fewer than 4 hit dice attempt to flee in horror for 4d6 rounds, those with 5-12 hit dice are shaken suffering a -2 to all attack rolls.

PLANE SHIFT: 1/day—To Rings of Hell only.

***SUMMON DEVIL:** 1/day— Yorgovea may summon demons, vampires, or lesser devils whose hit dice equal his own or less once per day. Summoned beings may not plane shift back to the Rings of Hell, and must fight on to the completion of their task, or until the duration of the summoning expires. There is a 1% chance that Yorgovea may summon another of the Seven, or one of the Four.

CHALICE OF SHAME

This platinum chalice, encrusted with jewels is filled with the sacrificed blood of those paladins who have given their soul to the Fiend in exchange for the powers of evil. Drinking from the chalice instantly heals any evil aligned drinker 3d10 hit points. Non evil drinkers must make a successful charisma save or suffer 2 life levels lost as if they had been attacked by a vampire. A character who is killed drinking from the chalice rises as a vampiric version of themselves, and sworn servant of Yorgovea.

THE LESSER HOSTS

Chorostaron (Demon)

NO. ENCOUNTERED: 1 or 1d4+3
SIZE: Large
HD: 10d8
MOVE: 30 ft., Fly 50 ft.
AC: 20
ATTACKS: Two Claws for 1d8 each and Bite for 1d10
SPECIAL: Demon Traits, Breath Weapon, Spell Like Abilities
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 8
XP: 1200+10

Chorostaron are a middle order, name class demon, meaning they have their own "proper" individual names. These are names that give the creatures power, and importantly give summoners power over them.

Chororstaron are tall and thin with the scaly iron grey torso of a man, with the legs, wings and head of a lice eaten crow. Their eyes glow like cool red coals as sulfurous smoke continously boils from their charred black beak. They act as officers and vassals for more powerful demons and demon lords

COMBAT: Chrorostaron begin by assaulting their enemies with spell like abilities, then turning to their breath weapon, turning only then to beak and claws.

DEMONIC TRAITS: ½ damage from Fire, Cold, Electricity. Spell Resistance 12, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

DEMONIC AT WILL: *alter size, detect magic, know alignment, message, see invisibility*.

SPELL LIKE ABILITIES AS A 10TH LEVEL CLERIC: 4/day—*command, sound burst, protection from good, dispel magic*. 2/day—*hold person, harming circle* (2d8 points damage), Unhallow. 1/day—*dispel good*

BREATH WEAPON: The breath weapon of the Chrorostaron is a filthy cloud of gnat like organisms that sting and bite all creatures within a cloud extending 30ft. x 30ft. from the mouth of the Chrorostaron. The creatures swarm the area for 1d4 rounds dealing 4d6 points of damage per round to all living creatures within the cloud. Undead take half damage, constructs take no damage from the swarm. Creatures caught in the swarm may make a constitution save (Challenge Level 10) for half damage.

Golol (Demon)

NO. ENCOUNTERED: 1 or 2d12
SIZE: Small
HD: 2d8
MOVE: Fly 50ft.
AC: 18
ATTACKS: Bite for 1d4+poison
SPECIAL: Demonic Traits, Poison, Stench, Summon Golol, Laugh
SAVES: P, M
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 1
XP: 20+2

Golol appear as plump bluish skinned babies with membranous batwings sprouting from their back. They have black pupils and iris and are completely hairless. A pair of vestigial horns sprout from their brow. Golol smell of sour milk and hot, stomach churning excrement. Golol are the least of the servitor demons of Lolo the Demon Lord of Nightmares and Madness. They are sent forth to terrorize and demoralize foes so that Lolo may more easily devour their dreams.

COMBAT: Golol count on their laughter and their dread stench to disable and demoralize foes before biting them with their venomous fangs.

DEMONIC TRAITS: ½ damage from Fire, Cold, Electricity. Spell Resistance +2 Saves vs. Magic, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

STENCH: Golol constantly exude the stench of a stinking cloud spell in a 10 ft. radius, requiring a successful constitution Save (CL 2) or become nauseated and helpless for 1d4 rounds. Nauseated victims may move more than 10 ft. away from the Golol.

INFECTIOUS LAUGH: The giggle of the Golol is infectious, causing all creatures hearing it to make a charisma save (Challenge Level 2) or double over with laughter, unable to move as they regale in fits of laughter. This lasts for 2d4 rounds or until the Golol are destroyed.

VENOM: The venom of a Golol forces a constitution save (Challenge Level 2) or suffer an additional 1d6 points of venom damage.

Kesemii

NO. ENCOUNTERED: 1-2, 2-12 or horde 20-200
SIZE: Medium
HD: 4d8
MOVE: 30 ft.
AC: 21
ATTACKS: 2 claws 1d6, Bite 1d6
SPECIAL: +2 or Better Weapon to Hit, Demonic Traits, Rend, Bleed.
SAVES: M/P
INT: Supra Genius
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar, Demon
TREASURE: 4
XP: 130+4

Kesimii are the unholy, unloved spawn of Keshimash, Lord of Slaughter and as such are devoted to slaughter and the tearing of the flesh. They appear as hunched, scabrous humanoids with long spindly arms ending in wicked hooked talons, and the heads of various fish, crows, hyenas, jackals, wolves, crocodiles, and insects. The mouth is always a rotted maw of jagged teeth and mandibles, dripping with gore. They are often summoned by evil shaman's in the midst of battle to disorient and terrorize their foes.

COMBAT: Kesimii attack with a combination of their innate spell like abilities, and ravenous attacks with claws and teeth, attempting to latch onto their prey and tear them limb from limb.

REND: Any being struck with both claws of the Kesimii automatically takes an additional 1d6 points of damage.

BLEED: Beings wounded by the Kesimii causes the victim to continually take an additional 1hp of damage per hit until magically healed, or the wound is doused with holy water. For example a victim struck three times by a Kesimii would take 3 hp of continuous damage per round until healed.

DEMONIC TRAITS: ½ damage from Fire, Cold, Electricity. Spell Resistance +2 Saves vs. Magic, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

SPELL LIKE ABILITIES: *detect magic, know alignment, message, see invisibility*. 2/day—*fear, dispel magic. 1/Day—dimension door*.

Kultio (Devil)

NO. ENCOUNTERED: 1 or 1d4+3
SIZE: Large
HD: 12d8
MOVE: 30 ft., Fly 60 ft.
AC: 21
ATTACKS: Two Claws 1d or weapon+3, Bite 1d8, and sting 1d6+poison
SPECIAL:+1 or better weapon to hit, Devil Traits, Spell Like Abilities



SAVES: M, P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Devil
TREASURE: 10
XP: 1900+12

This emaciated devil has the skeletal form of a snake crossed with a man, and a pair of charred black wings sprouting from its upper torso. The tip of its tail ends in a wasp like stinger, glistening with deadly venom. Their face is gaunt with sunken black eyes, elongated canines, and pronged horns sprouting from their brow. Kultio were once guardians and defenders before the fall, now they exact punishment and torture on sinful mortals and thrill in pitting themselves against goodly opponents as well.

Devils enjoy using their change-self ability to appear as other creatures to baffle and confuse mortals into damning themselves, where they can then collect their soul for eternal torment. When discovered they either flee or fight depending on the situation and their probability of success.

COMBAT: Kultio bear huge scythes, flails, or two pronged forks in battle, but when pressed resort to claws, bite, and tail. They attack with their spell like abilities before closing to strike with large weapons or natural weaponry. Their weapons deal an average 2d8+3 points of damage per strike.

DEVIL TRAITS: Immune to Fire, ½ damage from cold, acid, electric. Spell Resistance 12, Darkvision 120 ft. Twilight Vision. Devils are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: Change Self, Detect Magic, Know Alignment, Message, See Invisibility.

PLANE SHIFT: 1/day—To Nine Rings of Hell only.

SUMMON DEVIL: 1/day—Kultio may summon another Kultio, or lesser devils whose hit dice equal their own or less once per day with a 30% chance of success. Summoned Devils may not plane shift back to the Hells, and must fight on to the completion of their task.

DEVIL'S PACT: Devils of at least 10 HD have the ability to grant a limited wish to a mortal once per year in trade for part or all of a mortal soul as determined by the Castle Keeper

STING: The sting of a Kultio is filled with a deadly type V poison requiring a successful constitution save. A failed save results in instant death. A successful save causes 1d10 points of damage and a loss of 2 points of dexterity for two weeks, or until restored by remove poison or restoration spells.

Movallo

NO. ENCOUNTERED: 1
SIZE: Special
HD: 26; 208 HP average.
MOVE: 40 ft.
AC: 28
ATTACKS: 2 attacks with Jesters stick 7d6+Special
SPECIAL: Fiendish Powers and Vulnerabilities, Spell-Like Abilities, +2 or better to Hit
SAVES: M, P
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Arch Fiend
TREASURE: Special
XP: 26,989+26

Movallo always appears as thin ashen faced clown dressed in putrid motley. If appearing to a clan of dwarves he appears as a dwarf. If appearing to a band of goblins he appears as a clown faced goblin. Like other fiends, he may range in size from as small as a kobold to as large as a titan depending on his guise and whim. Regardless of size, his actual mass always remains the same, and he deals a set amount of damage when using physical attacks. Movallo revels in twisting the minds of his victims, tricking them into dangerous adventures where the only out typically involves their gruesome death or the loss of their mortal soul. He plays similar tricks with the denizens of Hell and the Abyssal Nether, making him an outcast in spite of the fact that his power nears that of the Four and Seven.

COMBAT: Movallo prefers to use spell like abilities and treachery but is not opposed to the use of overt violence to further his ends and shock his prey. In melee Movallo hammers his foes with his jester's stick, called Mirth. Foes struck with the stick are affected as if by a confusion spell cast by a 20th level illusionist unless a successful (CL 26) charisma save is made.

SPELL LIKE ABILITIES: Movallo Casts clerical spells as a 15th level cleric. He may choose 4 cleric spells each of levels 1st–5th and 2 spells each of levels 6th–8th.

He also casts Illusionist spells as a 20th level Illusionist and may choose 4 spells each of levels 1st–5th and 3 spells each of levels 6th–9th.

In addition, he may use any of the following powers as a 26th level caster.

PLANE SHIFT 1/DAY: Abyssal Nether, Rings of Hell, Mortal Realms only.

TELEPORT WITHOUT ERROR (Current Plane Only) at will.

Telekinesis (2000 lbs). Protection from Good, True Seeing, Confusion, Suggestion, at will.

FIENDISH POWERS

As a fiend, Movallo's manifestation is immune to fire (magical and natural). Fiends also take half damage from cold, electricity and acid. Chaotic evil fiends take 2d6 points of damage with a direct hit from holy water or 1d6 points of damage per round when directly touched by a lawful good holy symbol. As other planar beings, they cannot cross into a magic circle of protection from evil unless its creator breaks the circle.

SUMMON FIEND 1/DAY: Most fiends have the ability to summon other fiends to their aid based on their hit dice. A summoned fiend may not however summon another fiend to its aid! For that, the fiend must have a direct conduit to the world in which they are attempting to summon, such as a permanent gate spell. Movallo summons other fiends as a 26th level caster. He has a 1% chance of summoning one of the Four and Seven to his bidding, though even Movallo would be loath to call on such powerful aid.

MIRTH

Mirth is the artifact weapon of Movallo. In the hands of anyone other than Movallo, the weapon appears as a clown faced cast iron mace weighing 10 lbs. The item is +4 weapon in the hands of a mortal and deals 2d6+4 points of damage on a successful hit. Foes struck with this weapon are forced to make a wisdom save vs. confusion with a challenge level equal to the level of the bearer. Victims who fail are confused as if by the spell for 1 round per HD or level of the attacker.

The item refuses to leave the grasp of any good being and forces a charisma save (Challenge Level 10) upon contact. Those who fail are fully infatuated with the weapon and refuse to let it from their sight. They immediately assume that truth is lies, that right is wrong, and that good is evil which must be smote. Needless to

say, Movallo enjoys casting Mirth into the mortal realms to see what chaos it causes. Movallo may summon Mirth to his side at any time, no matter where or what plane it is located on, unless some complex protections and divine interventions separate him from his beloved Jester's Stick. In Movallo's hands, the stick deals 7d6 points of damage, though its confusion effect remains.

DECK OF MANY THINGS

Movallo is typically in possessions of one of these cursed decks. Movallo enjoys finding weary travelers and tempting them with the treasures of the deck. Movallo's deck has double the number of ill-fated draws than would be found in a typical deck.

Naulith (Demon)

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 10d8
MOVE: 30ft.
AC: 19
ATTACKS: Two Claws for 1d8 and bite for 2d6 or by large weapon (+3)
SPECIAL: +1 or Better weapon to Hit, Demonic Traits, Spell Like Abilities. SR 9, Darkvision 120 ft. Twilight vision.
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 9
XP: 1350+10

These demonic entities stand between seven and ten feet tall and have a humanoid body with hairless blue black skin, short fingered claws and the head of a hairless feral dog. Their eyes glow like hot coals and their yellow teeth reek with the stench of slowly rotting meat. Despite this frightful appearance they possess a strong intellect and the insatiable desire to devour the soul of their summoner.

Naulith are beings of sorcery and shadow called up from the Abyssal Nether to serve demonists, dark clerics, and evil wizards in their campaigns against the forces of light. Naulith are cunning and possess the power of illusion, which they use to tempt and trick their prey into ultimate destruction.

COMBAT: Naulith prefer to use their illusion powers to trap a victim in a prison of the mind before tearing them limb from limb with claw and fang. Their favorite tactic is to create entire illusory environments, then change themselves into the likeness of friend and ally and torment foes with suggestion.

DEMONIC TRAITS: ½ damage from Fire, Cold, and Electricity. Spell Resistance 9, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

DEMONIC AT WILL: Alter Size, Change Self, Detect Magic, Know Alignment, Message, See Invisibility, Clairvoyance/ Clairaudience.

SPELL LIKE ABILITIES: Naulith may use the following illusion spells as a 10th level illusionist. At Will: *color spray, darkness, silent image, and invisibility*. 4/day: *mirror image, minor image*. 2/Day: *scare, suggestion.* 1/Day: *mirage arcana, shadow conjuration, phantasmal killer.*

Ragok (Demon)

NO. ENCOUNTERED: 1-10
SIZE: Large
HD: 6d8
MOVE: 30ft.
AC: 19
ATTACKS: Two Claws for 1d8 and bite for 2d6+2 or tail for 1d8.
SPECIAL: Demonic Traits, Spell Like Abilities. SR 6, Darkvision 120 ft. Twilight vision. Pounce, Howl
SAVES: M, P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 7
XP: 330+6

Ragok are the foot soldiery of the Demon Lord Malhater, and are in all ways the harbingers of his own particular form of unholy doom. Though extremely rare in the material planes, their legions are unknown in their master's realms of the Abyssal Nether.

Ragok appear as 8-10ft tall, 1200 lb beings with the body and head of a ferocious ape, feet of a rooster, tail of a serpent. They are hairless save for their head and fore-arms, with rows of leathery black scales covering the rest of its putrid form.

COMBAT: Ragok exist to inflict pain and rage upon the universe. Emitting a terrifying howl, they leap into combat, attempting to land on prey and pound them to death with clawed fists while gnashing and tearing at their with their fangs or the slap of their reptilian tail against foes standing behind it. Ragok fight until destroyed or have been banished to their native plane.

POUNCE: At the beginning of combat, a Ragok who is anywhere within twice its movement rate of its target who has at least a 20ft. ceiling clearance (such as outdoors or in a large hall) may make a pounce attack. The creature makes an attack roll on their target and on a successful hit deals 3d6+3 points of damage, knocking its opponent prone.

HOWL: The howl of the ragok is fearsome to those who hear it. Any creature within a 30 ft. radius of the ragok's howl must make a wisdom save (Challenge Level 6) or become confused as the spell cast by a 6th level caster. Those who succeed their save are still affected by the howl, suffering a -1 to attacks and siege rolls for the course of their combat. Paladins due to their unique abilities in combating evil are immune to this ability.

DEMONIC TRAITS: ½ damage from Fire, Cold, and Electricity. Spell Resistance 6, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells effect demons normally unless otherwise denied by spell resistance or their innate resistances.

DEMONIC AT WILL: Alter Size, Detect Magic, Know Alignment, Message, See Invisibility.

Piranexum, (Devil)

Punishers of the Greedy



NO. ENCOUNTERED: 1d4
SIZE: Medium
HD: 10d8 (50 hp Avg)
MOVE: 30 ft., fly 60 ft.
AC: 20
ATTACKS: 2 Slams 1d8, Or by Weapon Type (Heavy Flail +3)
SPECIAL: Darkvision 60 ft. Twilight Vision, +1 or Better Weapon to hit, Devil Traits.
SAVES: Physical, Mental
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Extraplanar (Devil)
TREASURE: 6
XP: 1400+10

Piranexum are the hellish punishers of the greedy. In their infernal form, they appear as an old man dressed in white robes with fine-appointed and bejeweled arms ending in clawed hands. They are possessed of black, soul-less eyes and the black, lice covered wings of a crow. The piranexum are patrons of beggars who murder their own kind and tempters who guide the minds of thieves to dangerous thefts and greedy desires.

Piranexum use their spell-like abilities to discern the level of their targets greed, then pursue their targets. Piranexum are highly intelligent and enjoy taking the guise of weak but wealthy nobles, merchants, or clergy to test the greed and desires of their intended victims.

COMBAT: Piranexum are known to bear +1 heavy flails in their clawed hands, attempting to trip and entangle foes so they may easily finish them off. If encountered at a distance they use their spell like abilities to disrupt multiple foes so that they may concentrate on their true target (being the greediest of their foes).

SPELL LIKE ABILITIES: All spells cast as a 10th level Cleric.

At Will: *change self, detect magic, detect thoughts divination, inivsibility, locate object, major image, pyrotechnics*

3 Per Day: *hold person, dispel magic, sound burst*

1 Per Day: *flame strike, plane shift (Hell only), infernal punishment* (target only)

DEVIL TRAITS: Immune to Fire, ½ damage from cold, acid, electric. Spell Resistance 14, Darkvision 120 ft. Twilight Vision. Devils are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: Change Self, Detect Magic, Know Alignment, Message, See Invisibility.

INFERNAL PUNISHMENT: Most all devils are possessed of some infernal punishment that may be bestowed upon the damned who they have defeated. To inflict an infernal punishment, the victim must be guilty of the sin which they have been judged guilty of. In the piranexum's case, this sin is Greed. Upon defeating a foe, piranexum damn the soul by binding it with chains and heavily-weighted scales for their spirit, to drag through the pits of hell until the great judgment. Those souls which have been judged with an infernal punishment may only be resurrected via a direct intercession of a dark prince of Hell.

Solicitor Devil



NO. ENCOUNTERED: 1 or Practice (2-8)
SIZE: Medium
HD: 14d8
MOVE: 30 ft., Fly 50 ft.
AC: 22
ATTACKS: Two Claws for 1d6+Withering Strike, or Pitchfork 1d8+3
SPECIAL: Aura of Calm, Aura of Fear, Devil Traits, Spell Like Abilities,
SAVES: M, P
INT: Sub-Genius
ALIGNMENT: Lawful Evil
TYPE: Devil
TREASURE: 14
XP: 4850+14

This being has lustrous porcelain like skin and dresses in snow white robes that glitter like a curtain of shimmering diamonds. A pair long leathery wings folds across its back, resembling at first glance a cape of finely worked blood red leather. Its eyes are jet black possessing no visible iris. A pair of short, sharpened red horns protrudes about an inch from its wide brow. Its hair is typically a glossy blue black and is styled in the most conservative and expensive cut of the land.

These regal creatures embody the true malfeasance of the unholy rulers of Hell. The solicitor devils are born to a caste of infernal beings referred to as Advocates, with solicitors being of the lowest caste in the Advocates Court. It is believed that the Advocates were once among the choirs of angels who fell from the grace of heaven but most clearly understand and interpret the laws and justice system of the nether planes. Solicitors operate the lower

courts of the Rings of Hell and draft legal documents and binding contracts on behalf of more powerful beings.

Outside of Hell solicitors may be appointed to legal posts on behalf of lawful evil deities. Likewise they may offer their aid in drafting contracts, typically in exchange for a portion or all of the litigant's soul. Solicitor devils stand between 6' and 7 feet tall and typically alter their appearance so that they seem most appealing and friendly to whomever they encounter.

COMBAT: Typically solicitor devils disdain physical combat combat and prefer to use their dominate and charm abilities to force foes into battle against one another. If pressed into melee they have few difficulties in dealing with threats as they viciously wield their +3 cold iron pitch forks.

A solicitor devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

CALMING AURA: A solicitor devil can radiate a 20-foot-radius calming aura as a free action. A creature in the area must succeed on Challenge Level 14 save vs. Charms or be placed in a serene state of ambivalence. Creatures who fail the save are unwilling to fight, save to defend themselves. Abilities and powers based on powerful emotions such as anger and rage cannot access these powers while under the solicitor's calming power. A creature that successfully saves cannot be affected again by the same solicitor devil's calming aura for 24 hours. Other devils are immune to the aura.

FEAR AURA: A solicitor devil can emanate a 5-foot-radius fear aura on its turn and still take an additional action. All creatures in the area must succeed a Challenge Level 14 save vs. Fear or be effected by a fear spell. A creature that successfully saves cannot be affected again by the same solicitor devil's fear aura for 24 hours. Other devils are immune to the aura.

INFERNAL CONTRACT: Once per day, a solicitor devil can enter into an infernal contract with a creature native to the Material Plane. The solicitor is forbidden to use his charm abilities to force the subject to sign the contract, but all other manner of lies and duplicity and half-truths are fair game. The terms of the contract spell out the debt owed to the Solicitor's patron Devil, usually the soul of the signer or some other terrible price the signer may or may not wish to pay. Once the subject signs the contract, the solicitor devil has the authority (granted by old Scratch himself) to grant the subject one wish (as per the spell cast by a 20th level Wizard).

Non-evil creatures that sign an Infernal Contract must succeed on a charisma save (CL 14) or their alignment moves one step towards evil (i.e. good to neutral, neutral to evil). Paladins and clerics of non-evil deities lose their class abilities upon signing an Infernal Contract. They must give up any benefit they received as a result of the wish before they can atone.

SPELL-LIKE ABILITIES: 3/Day—*charm monster, dispel chaos, dispel good, magic circle against good, greater teleport* (self plus 50 pounds of objects only); *persistent image, fireball, lightning bolt*.

DEVIL TRAITS: Immune to Fire, ½ damage from cold, acid, electric. Spell Resistance 14, Darkvision 120 ft. Twilight Vision. Devils are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

DEVIL AT WILL: *change self, detect magic, know alignment, message, see invisibility.*

PLANE SHIFT: 1/day—To Rings of Hell only.

SUMMON DEVIL: 1/day—Solicitor may summon another Solicitor, or lesser devils whose hit dice equal their own or less once per day with a 30% chance of success. Summoned Devils may not plane shift back to the Rings of Hell, and must fight on to the completion of their task.

WITHERING STRIKE (SU): Once per round solicitor devil that strikes an opponent with its claw attack deals 1 point of constitution drain to the opponent. A solicitor devil gains 5 temporary hit points whenever it drains Constitution. Temporary hit points gained in this fashion last for a maximum of 1 hour.

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Xagon (Demon)

NO. ENCOUNTERED: 1d6 or 20-200
SIZE: M
HD: 6d8
MOVE: 30 ft., Fly 50 ft.
AC: 18
ATTACKS: 4 claws for 1d4, bite for 1d6, or by weapon +2 damage.
SPECIAL: Demonic Traits, Plague, Summon Xagon.
SAVES: P, M
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 5
XP: 590+6

Xagon are the spawn of Navolka, bringing plague and death wherever they arrive. Xagon appear as a cross between a fly and man, with hairy blue black skin and four arms sprouting from their central thorax. They have saucer sized multifaceted red eyes located on the sides of their fly like head, with a proboscis dripping bile and filth.

COMBAT: Xagon attack with their 1-4 weapons or with their hooked claws and proboscis attempting to infect their prey with their demonic plague. Xagon are intelligent adversaries and militant in their mission to spread the plague of Navolka throughout the planes of existence, infecting and overwhelming all who face them.

DEMONIC TRAITS: ½ damage from Fire, Cold, Electricity. Spell Resistance 6, Darkvision 120 ft. Twilight Vision. Demons

are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

DEMONIC AT WILL: Detect Magic, Know Alignment, Message, See Invisibility.

PLAGUE: Creatures stung with the probiscus of the Xagon must make a save vs. disease (Challenge Level 6) or become infected with Navolka's Plague.

SUMMON XAGON: Once per day a xagon has a 25% chance of summoning 1d4 additional xagon. A xagon summoned by other xagon may not summon additional xagon however.

NAVOLKA'S PLAGUE: This supernatural disease is debilitating and deadly, infecting its victims with hallucinations of madness and terror. The terror and psychosis eventually becomes so great that the victim assaults others who it perceives as deadly threats with deadly force. The onset of the disease begins with high fever, aches, pains, and loss of appetite, which can only be filled by devouring the flesh of their enemies.

DISEASE PROGRESSION

Day 1: Infection, High Fever resulting in -2 to hit, damage, and siege checks. Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 2: Secondary Save. If successful the fever remains. If failed hallucinations begin, victim suffers a temporary loss of 1d2 Wisdom, Strength, and Constitution. Challenge Level of future saves increases by +1.

Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 3: Secondary Save. If successful, the fever and hallucinations remain but no further injury. If failed, hallucinations intensify and character begins to see allies and friends as enemies and monsters plotting against it. The simplest excuse causes the plague victim to attack. Victim suffers -1d4 Wisdom, and Constitution. Challenge Level of future saves increases by +2.

Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 4: Secondary Save. If successful, fever and hallucinations remain but no further injury. If failed, hallucinations so strong that the victim becomes violently hostile attacking anyone it comes in contact with, but ignoring other infected. Character loses an additional 1d4 wisdom and Constitution. When constitution reaches zero the victim dies. Challenge level for



future saves increases by +2.

Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 5 and Beyond: Additional saves are made to avoid additional wisdom and constitution damage. Successful saves equal no additional loss. Failed saves cause additional 1d4 wisdom and constitution damage. The victim is still infectious and fights on until dead from the plague. Victims who die from the plague rise in 1d4 rounds as Plague Zombies.

The plague may be cured with the Paladin's special ability or the cleric spell Remove Disease. The plague is particularly devastating in large cities where the close proximity of victims generally results in riots and mass hysteria.

Verlangu, Herald of Pestilence

NO. ENCOUNTERED: Unique
SIZE: Large
HD: 21d8, Hp 168
MOVE: Fly 50 ft.
AC: 27
ATTACKS: Swarm (21 points of damage per round).
SPECIAL: +2 or Better Weapon to Hit, Demonic Traits, Spell Resistance (15), Spell Like Abilities, Summon Lesser Demon, Frightful Presence, The Withering. Envelop, Amorphous.
SAVES: M, P
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Greater Demon, Extraplanar
TREASURE: 18x5
XP: 30056+21

Verlangu most frequently assumes the form of a large swarm of locusts, cutworms, field mice, rats, or grasshoppers. He is often seen as a harbinger of the coming of his father Navolka. Wherever Verlangu roams, crops wither and fail, fruits rot on the vine, and vegetables molder. Verlangu brings the swarm which precedes his sister Famitha and her ruin of starvation.

COMBAT: Verlangu attacks using his wither power and spell like abilities. When faced with melee combat, on a successful strike Verlangu smashes his amorphous form into enemies, dealing 21 points of damage from thousands of tiny bites provided by the millions of creatures who make up his form.

ENVELOP: On an attack roll of 18 or better Verlangu envelops his enemy, automatically dealing 21 points of damage per round unless the foe can make a successful strength check to avoid or escape. Beings caught within the swarm of Verlangu's body must make a successful constitution save or begin to suffocate, dying within 1d4 rounds + 1 round per point of constitution bonus.

AMORPHOUS: Lacking a true solid form, Verlangu is very difficult to damage. Any physical attacks against Verlangu have a 25% chance of failing to deal any damage.

THE WITHERING: Up to four times per day Verlangu may unleash the Withering. The Withering kills all non-sentient plant life in a 300 ft. radius, withering it to dust. Sentient plant beings suffer 20d6 points of damage but may make a constitution save for ½ damage. Animal life forms suffer 10d6 points of damage and may make a constitution save for ½ damage.

DEMONIC TRAITS: ½ damage from Fire, Cold, and Electricity. Spell Resistance 15, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells effect demons normally unless otherwise denied by spell resistance or their innate resistances.

DEMONIC AT WILL: *alter size, detect magic, know alignment, message, see invisibility*.

SPELL LIKE ABILITIES: At Will — *magic circle against good, charm person, change self, persistent image, read magic, read languages, detect invisibility, esp, clairvoyance-clairaudience, putrify food and drink, bestow curse, cause disease, hold monster, dispel magic, summon swarm. Three times per day—insect plague,* Once per day— *creeping doom, plane shift* (To the Nether). Verlangu uses its spell like abilities as a 20th level caster.

SUMMON LESSER DEMONS: At will, once per day, can summon the equivalent of 3d6 HD worth of lesser demons of up to 5 HD each once per day. Typically he summons Xagon, though he may summon any other sort of Demon. Optionally he has a 25% chance of summoning his sister Famitha, and a 1% chance of Summoning Navolka.

Famitha, Herald of Pestilence

NO. ENCOUNTERED: Unique
SIZE: Small
HD: 21d8, Hp 168
MOVE: Move 30 ft.
AC: 27
ATTACKS: 2 claws (4d6, Bite 2d8), Catabolysis.
SPECIAL: +2 or Better Weapon to Hit, Demonic Traits, Spell Resistance (15), Spell Like Abilities, Summon Lesser Demon, Frightful Presence, Dysentery,
SAVES: M, P
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Greater Demon, Extraplanar
TREASURE: 18x5
XP: 30056+21

Famitha's small size belies her deadly manner. One of the children of Navolka, Famitha is frequently in the presence of her brother Verlangu, serving as heralds of pestilence. Famitha appears as a humanoid child with the swollen belly of the starved. She has long spindly arms that end in razor sharp claws and has a mouth full of rotted broken teeth.

COMBAT: Famitha uses her Famished and Catabolysis abilities to fill her foes with wracking pain and failing body systems before closing in to kill with teeth and claws.

DYSENTERY: Famitha's presence causes an outbreak of dysentery to all beings within a 100 ft. radius unless a successful constitution save is made. Those who fail the save suffer 1d4 points of constitution damage per day until the disease is healed or they die. Beings who come in contact with those who are infected must make a successful Consitution save vs. the HD of the dying victim. Infected victims are so wracked with cramping, diarrhea, and vomiting, that they suffer a -4 to armor class, attack rolls, and damage.

CATABOLYSIS: Creatures struck with Famitha's fangs and claws cause catabolysis to victims who are struck by them. Victim's bodies are afflicted with devastating late stage starvation. Their bodies immediately begin to digest muscle, fat, and organs unless a successful constitution save is made. Victims suffer 1d6 points of Strength, Constitution, and dexterity damage. This damage can only be removed through a Heal spell, Restoration, or Remove Disease. The debilitating effects can be avoided by dousing the wounds with holy water in the round that they are taken, or by

DEMONIC TRAITS: ½ damage from Fire, Cold, and Electricity. Spell Resistance 15, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic spells effect demons normally unless otherwise denied by spell resistance or their innate resistances.

DEMONIC AT WILL: Alter Size, Detect Magic, Know Alignment, Message, See Invisibility.

SPELL LIKE ABILITIES: At Will — *magic circle against good, charm person, change self, persistent image, read magic, read languages, detect invisibility, esp, clairvoyance-clairaudience, putrify food and drink, bestow curse, cause disease, hold monster, dispel magic, summon swarm*. Three Times per Day—*insect plague*, Once per day— *finger of death, plane shift* (To the Nether). Famitha uses its spell like abilities as a 20th level caster.

SUMMON LESSER DEMONS: At will, once per day, can summon the equivalent of 3d6 HD worth of lesser demons of up to 5 HD each once per day. Typically she summons Xagon, though she may summon any other sort of Demon. Optionally she has a 25% chance of summoning Verlangu, and a 1% chance of Summoning Navolka.

ZUDUSHT, DEMON LORD OF NIGHTMARES

SIZE: Special
HD: 26; 208 HP average.
MOVE: 40 ft.
AC: 28
ATTACKS: 2 claws for 3d10
SPECIAL: Fiendish Powers and Vulnerabilities, Spell-Like Abilities. Nightmare Touch. Incorporeal, Spell Resistance 15, +2 or Better to Hit
SAVES: M, P
INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Arch Fiend
TREASURE: Special
XP: 26,989+26

Zudusht the Dreamer is the Demon Lord of nightmares. Although lesser in stature than the Four and Seven, he figures prominently in their schemes as he works to play them against one another in an attempt to usurp a realm of Hell for himself. Zudusht appears as a semi corporeal elf like being between seven and twelve ft. tall with glowing red embers for eyes and long shadowy claws which are known to reach into the hearts of the fearful, quenching their life while they fitfully dream.

Zudusht has an established cult amongst the dark elves of the deep, who have turned to him for guidance after the destruction of their ancient demon queen some thirty years ago. He grants his followers some access to divine magic, in exchange for sacrifice of souls in his unholy name.

COMBAT: Zudusht attacks with spell like abilities and illusions. His touch is a thing of wickedness as it places mortals in a deep and deadly slumber from which there is often no return.

NIGHTMARE TOUCH: The touch of Zudusht causes 3d10 points of damage and forces the victim to make an intelligence save or fall immediately into a deep slumber. While in the slumber the victim is attacked by demons of the mind, suffering 1d8 points of damage per round, until they die from the terror of their dreaming. Beings within the nightmare may only be awakened by Zudusht himself, or by a successful dispel magic spell.

SPELL LIKE ABILITIES: Zudusht Casts clerical spells as a



15th level cleric. He may choose 4 cleric spells each of levels 1st–5th and 2 spells each of levels 6th–8th.

He also casts Illusionist spells as a 20th level Illusionist and may choose 4 spells each of levels 1st–5th and 3 spells each of levels 6th–9th.

In addition, he may use any of the following powers as a 26th level caster.

> ***Plane Shift*** 1/day: Abyssal Nether, Rings of Hell, Mortal Realms only.
>
> ***Teleport Without Error*** (Current Plane Only) at will.
>
> ***Telekinesis*** (2000 lbs). Protection from Good, True Seeing, Confusion, Suggestion, at will.

FIENDISH POWERS

Zudusht is immune to fire (magical and natural). Fiends also take half damage from cold, electricity and acid.

HOLY WATER VULNERABILITY: Chaotic evil fiends take 2d6 points of damage with a direct hit from holy water or 1d6 points of damage per round when directly touched by a lawful good holy symbol. As other planar beings, they cannot cross into a magic circle of protection from evil unless its creator breaks the circle.

SUMMON FIEND 1/DAY: Most fiends have the ability to summon other fiends to their aid based on their hit dice. A summoned fiend may not however summon another fiend to its aid! For that, the fiend must have a direct conduit to the world in which they are attempting to summon, such as a permanent gate spell. Zudusht summons other fiends as a 26th level caster. He has a 1% chance of summoning one of the Four and Seven to his bidding, though he would dislike the repayment that would entail.

NEW MAGIC ITEMS

BANDAGES OF MEDJEDU

These bandages, said to have been inscribed in the unholy blood of Medjedu himself possess the power to transform any fresh corpse into a mummy under the command of its creator. Wrapping the bandages takes at least one hour. A read magic spell must be cast prior to the wrapping, as the enchanted hieroglyphs upon the bandages must be repeated in full during the wrapping process.

GP 5000 XP 1,900

BOLT OF BEDEVILMENT

This crossbow bolt is fashioned of an ebony colored metal flecked with specks of red. When fired at a target it is the equivalent of a +3 crossbow bolt. If it successfully strikes its target, the target is surrounded by a corona of hellfire that burns his very soul. The corona deals 1d6 points of fire damage for 3 rounds, and each round the target must make a constitution save CL 5 or be stunned and unable to act that round from the pain caused by the hellfire. The bolt is consumed in the ignition of the hellfire corona. There is a flat 10% chance that the bolt ignites when it misses its target, because it struck the ground too hard, struck a wall, tree, etc. If it ignites when it misses, the bolt is consumed, but no one is harmed.

GP 9000 XP 2,500

EBON STAFF OF DEATH

This ebon staff is five feet long and tipped with a platinum skull, its eyes embedded with glittering black diamonds. The shaft of the staff is inscribed with runes detailing its dark purpose. In the hands of a necromancer or cleric, it crackles with unholy energy, unleashing its full eldritch powers. The staff acts as a +1 weapon and deals 1d6+1 points of damage when used as a weapon.

Harm: (1 Charge) Target touched with the staff is drained of all but 4 hit points unless a successful charisma save is made vs. CL 7

Death: (5 Charges) Target touched with the staff must make a charisma save vs. CL 7 or be struck dead! Creatures immune to death attacks are likewise immune to the effects of this staff.

GP 41,000 EXP 6,800

ROBE OF NECROMANCY

These heavy gray robes are made from the finely-stitched skin of ghouls. The robes grant the following benefits.

+3 Armor Class

+3 to saves vs. supernatural effects of the undead.

Spell resistance of 5

+2 adjustment to saves vs. the effects of the wearer's necromancer spells



The wearer suffers a -2 to charisma checks as are related to social interactions in areas where necromancers are considered criminals and worse!

GP 30,000 EXP 3000

ROD OF BONES, LESSER

These lesser copies of the grand rod born by the god of the undead are favored by priests of Nartarus and necromancers for their awesome power and array of necromantic abilities. Formed from the skeletal forearm and fist of an executed murderer or priest of Nartarus, the bones are bound in iron and cased in lead. Unholy sigils are scribed across the length of its shaft and along the radius and ulna. The rod may be used as a melee weapon and acts as a +2 light mace.

The lesser rod of bones offers its user the following spell-like effects:

GHOUL TOUCH: Once per day the lesser rod of bones may transfer the effects of a ghoul touch spell, paralyzing his enemy with a successful blow unless a successful strength save vs. paralysis is made.

The subject takes normal damage from the attack even if they succeed in their save vs. paralysis.

VAMPIRIC TOUCH: Once per day the lesser rod of bones may replicate the effects of a vampiric touch spell, dealing 1d6 points of damage per two levels of the user, and transferring these hit points to the wielder as temporary hit points.

DISSOLVE FLESH: Once per week on a successful hit, the lesser rod of bones may be used to dissolve the flesh of its foes as per the spell of the same name. Targets struck must make a constitution save (CL calculated by the level of the wielder) or suffer 1d6+1 points of constitution damage. The victim takes half damage on a successful save. In either case, the victim takes normal weapon damage from the rod.

ANIMATE DEAD: Once per week the lesser rod of bones may be used to cast animate dead as the spell of the same name.

The user may create a number of zombies or skeletons from intact corpses or skeletons to equal the wielders hit dice. The zombies or skeletons thus created are under the command of the wielder until destroyed. The lesser rod of bones may not be used to animate any new zombies or skeletons until its current allotment has been destroyed.

GP 29,000 EXP 4,800

ROD OF BLACK STRIFE

This rod seems to be crafted of obsidian, but has a ring of faces twisted in rage that forms a mace head along the top, carved from the same material. The Rod strikes as a +2 mace, but anyone struck with the rod must make a successful charisma save (CL 8) or enter a black twisted rage striking all creatures in the area except the rod wielder. The rage lasts for 1d8 rounds. While under the effects of the rage, the victim is considered to have the primal fury ability of a barbarian, but has no control over which targets he strikes, simply attacking the closest target available, but not attacking the rod wielder.

GP 12,500 XP 2,500

ROD OF CRUSHING DESPAIR

This rod is crafted from what appears to be a black, obsidian-like substance that is flecked with veins of red, and ends in what resembles a human heart. It strikes as a +3 mace, and anyone struck by the rod must make a charisma save (CL 7) or suffer the despair effects of an emotion spell (-2 to saves, attacks, attribute checks, ability checks, and damage rolls) for 3d4 rounds.

GP 18,000 XP 3,000

SACRIFICIAL DAGGER

This wicked, wiggly dagger functions as a +1 dagger, but when used to perform a blood sacrifice it doubles the effectiveness of the sacrifice. When a victim is sacrificed, double their HD for determining the value of the sacrifice.

GP 4750 XP 1070

SHADOW MACE

This vile mace has been tainted by shadows. It functions as a +1 mace, but each successful attack also deals 1 point of strength damage, just like the attack of a shadow. Lost strength is regained at 1 point per hour. Any creature who is reduced to a strength of 0 by attacks from the mace becomes a shadow under the command of the mace's wielder.

GP 8500 XP 2100

ARTIFACTS AND RELICS

BLACK LIBRAM OF NARTARUS

This legendary tome of ineffable evil is believed lost to the ages. Tradition claims this libris was penned by Nartarus himself before he ascended to demi-god status, and may even have been what empowered his ascension. In an ancient battle it is said that the god Vanium himself seized the book and scattered its pages to the four corners of the world to prevent its secrets from being available to any single person again. Pages of this Libram are rare and valuable treasures, valued by those who desire the hidden secrets of the ages.

The tome itself was horrid to behold. Its covers were made from the ebon skin of a horned devil, and the head of an undead imp was affixed to the cover. This imp constantly whispered secrets most vile and truths most terrible. Anyone within 60 feet of the tome, who can hear the whispers must make a wisdom save (CL 12) or be driven insane.

The pages of the tome were etched upon the hides of good dragon wyrmlings, and the ink used to pen the Libram distilled from their blood. The shimmering of the gold and silver pages were blinding to those unprepared to its brilliance, but the hides have been corrupted by the fell secrets penned within.

Any character of good alignment who touches the book or any of its pages, suffers 6d6 points of cold (make a save vs. constitution CL 12 for ½ damage). A good cleric or paladin who reads any of the contents of the book jeopardizes his faith and good standing with his own deity. Such a character must make a charisma save (CL 12). Failure means the cleric or paladin has been corrupted by the book's foul taint, and the cleric or paladin immediately loses enough experience points to be dropped to the halfway point of the previous level. In addition, they can no longer access the gifts of their deity (spells, ability to turn undead and/or paladin abilities) until they have received atonement. Of course, Nartarus will accept them into his service immediately restoring their lost level and abilities. They must of course become neutral evil in alignment if they do so.

Neutral characters who touch the book or any of its pages, suffer 3d6 points of cold damage (save vs. constitution at CL 12 for ½ damage). Neutral clerics suffer the same risk of corruption as good clerics, but the CL on the charisma save is only 8 for them.

Rumors indicate that this tome held the secrets of powerful blood magics, and that the foul rituals within would enable one to achieve powers undreamt of by most mortals. Most have been lost to the ages, but some pages have appeared in the unlikeliest of places. Several pages are said to have been collected by a vile magician who dwells within the depths of Ungkalar.

Each page of the Libram contains the formula for 1 blood magic spell (described above). Some of these formulas have been copied elsewhere over time, but the Black Libram is the source of many of these magics. Any attempting to learn a blood magic spell directly from the Black Libram gain a +4 bonus on their attempt to learn the spell. These are the originals, not possibly erroneous and altered versions that have been copied through the ages. Castle Keepers are encouraged to create more blood magic spells if he or she desires more pages of the Black Libram in their campaign. The tome originally contained 80 pages, which have been scattered throughout the world (and a few through time via the elven city, Aymon Jymoon.) It is unlikely that the entire tome will ever be collected in a single place again, but that

has not stopped those ambitious enough from trying. If the tome were ever collected in its entirety, an evil cleric reading the entire contents would gain enough XP to gain a level and put them half way to the next level. In addition, any holding the entire tome can utter the name of an individual the holder wishes to target once per day. The holder of the tome must be able to see the person so named, but scrying or other magic can allow the holder to see his target. The tome attempts to draw the blood from the one so named to empower a blood magic spell. The named victim must make a constitution save (CL 12) or the book rips the blood from their body and absorbs it into its pages. This takes 1 round. The following round, the holder of the tome may cast any blood magic spell as a single standard action.

BLACK SWORD PENNANT

The enchanted pennant of the Blacksword Hobgoblin clan is said to have been crafted by the hands of Lluvandron the Black, Lich Lord of Ulgakur. This crimson war banner is emblazoned with the flickering image of a wave–bladed, black longsword. The crossbar and center pole are hung with the rune-engraved skulls of a human, dwarf, and elf respectively. When unfurled, the runic skulls are known to moan and howl, urging the hobgoblins to ferocity in battle. The black sword pennant grants any hobgoblins who fight within view of it a +2 to all saves and grants the hobgoblins a +6 to their morale as if they had mental primes for the purposes of calculating success or failure of morale rolls in mass combat.

GP 4250 XP 1050

THE SCROLL OF NARTARUS

This foul piece of human skin is a portion of the Black Libram of Nartarus. Tattooed upon the flesh are several wicked incantations and rituals, including versions of evil clerical spells that may be cast by wizards venerating the God of the Walking Dead. Any good being actually touching the scroll with their bare flesh suffers one temporary negative level, which returns within 24 hours and has their hair turned instantly white as a reminder of the dread that the scroll contains.

The spells contained upon the scroll include the following.

1ST: *Cause Fear, Inflict Light Wounds, Cause Fear*

2ND: *Blindness/Deafness, Ghoul Touch*, Spectral Hand**

3RD: *Vampiric Touch**

A wizard may study the spells upon the scroll as if they were read from a captured spell book. The scroll is nearly indestructible, requiring the skin to be cut to ribbons with a holy sword and its parts steeped in holy water by a humble hermit of lawful good alignment. Otherwise the parts simply stitch themselves back together again. If other parts of the scroll of Nartarus are found they immediately crawl together, the crackling flesh growing tendrils that graft into a much larger scroll, revealing even darker secrets.

GP 2400* XP 2200*



* Greater value due to its value added with other pieces of the Scroll of Nartarus and unique abilities.

SWORD OF VALOR RELIC

A bastard sword of simple adornment, featuring the holy symbol of the Crowned Helm of Vanium embedded into the hilt where the blade attaches to the tang. The sword itself seems to have no obvious greater value than a common blade with an attached holy symbol. The sword was forged in ages past by the great paladin, Alwyndra with the guidance of Lord Vanium. The blade is lightweight and strong, but in the hands of a paladin who is pure of heart and a follower of the four pillars of Vanium's faith, becomes a weapon of great power. The Sword of Valor grows in strength as the paladin's skill at arms and purity of faith grows. Should a paladin ever fall, or turn from their path, the sword vanishes, returning to the Tomb of Alwyndra, never again to be borne by the same paladin. Likewise, upon the (true and permanent) death of the bearer, the sword returns to the Tomb of Alwyndra.

PALADIN LEVEL	ENHANCEMENT BONUS	SPECIAL POWER
1-4	+1	Holy: Deals 1d4 additional damage to evil beings.
5-9	+2	*Haste* Once Per day
10-15	+3	Minor Globe of Invulnerability 1 per day. Holy: Deals 1d6 additional damage to evil beings.
15-20	+4	Dispel Magic 1/day
21+	+5	Holy: Deals 1d8 additional Damage to evil beings. Feather-edged.

All spell-like abilities are activated at the level of the paladin using them.

THE BANNER OF COURAGE

This holy relic is a war banner, and is a simple, white cloth emblazoned with golden thread, stitching out the golden Crowned Helm of Vanium. The banner may be attached to any pole or lance and when borne in battle grants all who view it a +1 to saves vs. fear and a +6 morale bonus.

When borne by a paladin of Vanium wearing the Crown of Justice, the Banner grants all allies within view of the Paladin a +2 to attack and damage rolls, and and additional 2d10 temporary hit points. The latter power may only be used once per week and lasts for the duration of the battle, so long as a living paladin of Vanium bears the banner.

GP 6250 XP 2100

THE SHIELD OF FAITH

This shield appears as a simple, heavy, steel shield painted with the horned crown of vanium. When borne by a non-paladin of good alignment, it acts as a magical shield of +1 enhancement bonus.

When borne by a paladin, the shield acts as a +2 large steel shield and allows the paladin to extend his own personal protective powers to all good-aligned allies within a 20-ft. radius. This ability may be used for one turn per level of the paladin per day.

GP 12500 XP 2250

SHROUD OF ST. LEOPHINUAS

This holy relic is a funerary shroud made from simple homespun cloth bearing the image of St. Leophinuas upon its inside. The shroud exudes a great aura of holy magic, so that any non-good aligned creature who lays hands upon it is stunned for 1d4 rounds unless a charisma save (CL20) is made. The magical qualities of the shroud are not immediately apparent to those who are unfamiliar with the tale of St. Leophinuas.

Leophinuas was a paladin of the humble Order of Vanium who owned no more than he could carry, and gave all of the treasures uncovered in his quest against evil to institutions that aided the poor. During the siege of the fabled City of Ulan Bakoth a millennia ago, Leophinuas removed all of his armor and weapons and cast them into the city well which had run dry. He prayed day and night over the well to Vanium for deliverance from the hobgoblin siege. Taking no sustenance during his fast and prayer, Leophinuas was shocked by the miracle which he beheld when again he opened his eyes on the following day finding the well filled with holy waters, and overflowing with weapons and armor with which to outfit the defenders and lift the siege.

Leophinuas led a counter attack against the hobgoblins as soon as the defenders were well armed and broke the siege scattering the hobgoblin army across the plains, but fell in battle, having fought well beyond his own strength and power.

Ulan Bakoth eventually fell to civil war 200 years later and his shroud had become lost to history until it was recovered by Elijan the Humble who brought it forth to the Karboskian Marches, where it was used to defeat The Demon Prince Herthaka in the "Battle of a Hundred Heroes" at the site of what became Fort Ewar.

The Shroud grants the ability to enchant up to 500 weapons, armor, shields, or quivers of 20 arrows touched to it to a +1 enhancement for 24 hours. This power may be used once per month but no more than three times per year.

CROWN OF JUSTICE

The Crown of Justice is said to have been granted to Duke Mandras I by Lord Vanium himself as a wedding present. The crown grants a +9 AC bonus to the head and neck of its wearer, and a +2 general armor class bonus (such as is offered by an amulet or ring of protection) and gives the wearer 50% immunity to decapitation attacks by weapons such as a vorpal blade.

When worn by a paladin, the Crown of Justice offers the following abilities:

- +2 charisma bonus
- Detect lies (1/day)
- Magic circle of protection from chaos, 10' Radius (2/day)

The Crown of Justice offers additional benefits to one bearing the Banner of Courage. See the description of the Banner of Courage for further details.

GP 9000 XP 2200

SWORD OF DEFT HANDS

This short sword is +2. When unsheathed and wielded its bearer benefits from unbelievable reflexes gaining a +2 boost to their physical Dexterity.

GP 8550 XP 1500

"FINAL WORD"

A weapon enchanted with the final word allows the bearer to take a single additional melee attack against any opponent who has first struck them a blow in melee combat during that round. Final word enchantment may be placed on any melee weapon.

GP 5000 XP 1000

FLAMING PLATE MAIL

This +2 suit of magical armor encases its wearer in a sheet of flame dealing 1d6 points of fire damage to all within a 5ft of the wearer. The wearer is immune to fire damage while wearing flaming plate so long as the flames are active. The flames can be activated for 10 rounds per day.

GP 9000 XP 1200

Castles & Crusades

The Castle Keepers Guide to the Haunted Highlands includes everything you need to run a game in the Haunted Highlands and more. Within you'll find the regional history, significant terrain features, regional powers and governments, a pantheon of deities, new monsters and new treasures. It also includes nine complete adventures to be played separately or as a long campaign arc.

Upon the bloody northern marches amidst the Haunted Highlands, lies a curious Roadhouse. Here are gathered the flotsam of the world: miscreants, mercenaries, soldiers of fortune, adventurers. Dirty Bowbe's Roadhouse they call it, and it's as rough and safe a sanctuary as any will find in those dark and bloody grounds!

Once, long ago, a Kingdom thrived here and the wealth of its coffers flowed across the lands as honey from a jar. From the deep, blue waters of Lake Veyona to the broken crags that overlook the Northern Steppes the King ruled a realm, both prosperous and contented. But all things must end. And the wages of war and plague overwhelmed the King and his people and ground all to ruin. And the days of the Highland Kingdom are long past so that now nothing but memories remain . . . haunting those who dwell in the aftermath.

Or so such tales are spun by the hearth fire at Dirty Bowbe's Roadhouse to any and all who pass through, for that legendary tavern lies at the center of the world.

To the northeast of Dirty Bowbe's Roadhouse lie the ruins of Bortenski and the hazardous wastes known as the Witch Moor. Beyond that, the village of the Ugashtan and further still lay the broken crags of the Mythnoc Cairns where the proud barbarian people once buried their cherished dead. More, there are the trees of the Grove of the Green Man, the Crater of Umeshti, the Fey Wood and Troll Downs, the Free City of Eskadia, land ripe with the forgotten or lost treasures of a realm long passed.

These are the Haunted Highlands.

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